			16 Poin						
NAME	M	WS B	s s	T	W	A	LD	SV	MA
Immortal	5"	3+ 3-	+ 4	4	1	1	10	3+	
WEAPON	RANGE	TYPE	S	AP		D	AE	BILITIES	3
Gauss Blaster	24"	Rapid Fire 1	5	-2	:	1		-	
ABILITIES:									
Reanimation Protocols		not taken	roll is made out of action d to 1 wou	n and do	es not si	uffer a	flesh wou	ınd. Inst	
SPECIALISM:	LEADE	R							
Resourceful		~	model is or Command F				•	-	
Experience: □□									
			Мер	hrit				10	Poin
NAME	M	WS B		T	W	A	LD	SV	MA
Flayed One	5"	3+ 6-	+ 4	4	1	3	10	4+	
WEAPON	RANGE	TYPE	S	AP)	A	BILITIES	
Flayer Claws	Melee	Melee	User	0		1	Re-roll fa		
ABILITIES:							for th	nis weap	on.
Reanimation Protocols		, .	roll is made	for this r	1.1				
Tiotocois	moderis		out of action	n and do	es not si	uffer a	flesh wou	ınd. Inst	
SPECIALISM:	ZEALO	restore	out of actio	n and do	es not si	uffer a	flesh wou	ınd. Inst	
	ZEALO	restore	out of action of to 1 wound to 1 would this model's	on and do nd remain s Attacks	es not so ning wit	uffer a th no f	flesh woun	ınd. Inst ıds.	ead it
SPECIALISM:	ZEALO You ca	restore T n add 1 to	out of action out of to 1 would to 1 would this model's round	n and do nd remain s Attacks I in which	es not so ning wit and Stro n they cl	uffer a ch no f ength harged	flesh woundersh woundersh woundershe woundershe would be seen and the	nd. Inst	ead it
SPECIALISM: Frenzied	ZEALO You ca	restore T n add 1 to	out of action of the second to 1 would this model's round. Flesh Would the second the s	on and do nd remain s Attacks I in which unds: □□	es not so ning wit and Stro n they cl	uffer a ch no f ength harged	flesh woundersh woundersh woundershe woundershe would be seen and the	ind. Inst ids. stics in a New Rec	battle
SPECIALISM: Frenzied	ZEALO You ca	restore T n add 1 to	out of action of to 1 would to 1 would this model's round Flesh Would Mep	on and do nd remain s Attacks I in which unds: □□	es not so ning wit and Stro n they cl	uffer a ch no f ength harged	flesh woundersh woundersh woundershe woundershe would be seen and the	ind. Inst ids. stics in a New Rec	ead it
SPECIALISM: Frenzied Experience: □□	ZEALO You ca	restore T n add 1 to	out of action detection this model's round Flesh Wound Mep	on and do ond remain s Attacks d in which unds:	es not sining with and Strong they cl	uffer a th no f ength harged	flesh woundesh woundesh woundesharacteries.	nd. Instands. stics in a New Rec	battle
SPECIALISM: Frenzied Experience:	ZEALO You ca	restore T n add 1 to	out of action detection this model's round Flesh Wound Mep	n and do nd remain s Attacks d in which unds:	es not so ning with and Strong they classes Con	uffer a th no f ength harged	flesh woundershe wound	and. Instads. Stics in a	battle
SPECIALISM: Frenzied Experience: □□ NAME Flayed One	ZEALO You ca	restore T n add 1 to WS B 3+ 6-	out of action delto 1 would to 1 would this model's round Flesh Would Mep S S S	n and do nd remain s Attacks d in which unds:	es not sinning with and Street they close th	uffer a th no f ength harged nvalesc	flesh wound lesh wound characterist. LD 10 AR Re-roll fa	nnd. Instids. Stics in a New Rec 10 SV 4+	battle battle Poin MA
SPECIALISM: Frenzied Experience: NAME Flayed One WEAPON	ZEALO You ca M 5" RANGE	restore T n add 1 to WS B 3+ 6- TYPE	out of action delto 1 would to 1 would this model's round Flesh Would Mep S S S + 4 S	n and do nd remain s Attacks d in which unds:	es not sinning with and Street they close th	uffer a hundred and the hundre	flesh wound lesh wound characterist. LD 10 AR Re-roll fa	nnd. Instids. Stics in a New Rec 10 SV 4+ BILITIES illed wou	battle battle Poin MA
SPECIALISM: Frenzied Experience: NAME Flayed One WEAPON Flayer Claws	ZEALO You ca M 5" RANGE Melee	restore T n add 1 to WS 3+ 6- TYPE Melee an Injury not taken	out of action delto 1 would to 1 would this model's round Flesh Would Mep S S S + 4 S	s Attacks d in which inds: □□ thrit AP 0 for this mand do	and Street	uffer a hh no find the no find	characterist. LD 10 Ale Re-roll fa for the	nd. Instids. Stics in a New Rec 10 \$V 4+ BILITIES iled wou ils weap d roll of and. Insti	battle ba
SPECIALISM: Frenzied Experience: NAME Flayed One WEAPON Flayer Claws ABILITIES: Reanimation	ZEALO You ca M 5" RANGE Melee	restore T n add 1 to WS B 3+ 6- TYPE Melee an Injury not taken restore	this model's round Flesh Wou Mep S User roll is made out of action	s Attacks d in which inds: □□ thrit AP 0 for this mand do	and Street	uffer a hh no find the no find	characterist. LD 10 Ale Re-roll fa for the	nd. Instids. Stics in a New Rec 10 \$V 4+ BILITIES iled wou ils weap d roll of and. Insti	battle ba
SPECIALISM: Frenzied Experience: NAME Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols	ZEALO You ca M 5" RANGE Melee When model is	restore T n add 1 to WS 3+ 6- TYPE Melee an Injury not taken restore AT	this model's round Flesh Wou Mep S User roll is made out of action	s Attacks d in which inds: hrit AP 0 for this mand do not remain	and Strong with and Strong they close they c	uffer a and uffer a and uffer a	flesh wound characterist. LD 10 Ale Re-roll fa for the thin modified flesh wound lesh	nd. Instids. Stics in a New Rec 10 \$V 4+ BILITIES iled wou ils weap d roll of and. Insti	battle ba

	Mephrit									
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	3+	
WEAPON	RANGE	RANGE TYPE S AP D						A	BILITIE	S
Gauss Blaster	24"		ipid re 1	5	-2		1		-	
ABILITIES:										
Reanimation Protocols		s not ta	ıken ou	t of actio	n and do	es not s	suffer a	anmodifie a flesh wo flesh wou	und. Ins	
SPECIALISM:	COMN	NS								
Scanner Experience: □□				rolls for	that mo	del in t	his pha	shoot, you		
									10	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
			/DF				_	_		
WEAPON	RANGE	: 11	/PE	S	AP		D	A	BILITIE	5
	Melee		elee	User	0		1	Re-roll fa		and rol
Flayer Claws								Re-roll fa	ailed wo	and rol
Flayer Claws ABILITIES: Reanimation	Melee	M n an In s not ta	elee jury rol iken ou	User Il is made	0 for this n	nodel, o	1 on an u	Re-roll fa	niled wor his weap ed roll of und. Ins	and rol
Flayer Claws ABILITIES: Reanimation	Melee When model i	M n an In s not ta	elee jury rol aken ou stored (User Il is made It of actio to 1 wour	0 for this n n and do	nodel, o	on an usuffer a	Re-roll fa for t unmodifie	ailed wor his weap ed roll of und. Ins nds.	oon. 6 the
Flayer Claws ABILITIES: Reanimation Protocols	Melee When model i	M n an In s not ta	elee jury rol aken ou stored (User Il is made It of actio to 1 wour	0 for this n n and do	nodel, o	on an usuffer a	Re-roll fa for t unmodifie a flesh wou	niled wor his weap ed roll of und. Ins nds.	oon. 6 the
Flayer Claws ABILITIES: Reanimation Protocols	Melee When model i	M n an In s not ta	elee jury rol aken ou stored (User Il is made It of actio to 1 wour	0 for this n n and do	nodel, o	on an usuffer a	Re-roll fa for t unmodifie a flesh wou	niled wor his weap ed roll of und. Ins nds.	oon. 6 the tead it i
Flayer Claws ABILITIES: Reanimation Protocols Experience:	Melee Whei model i	Mon an Ings not ta	elee jury rol iken ou stored t □□ F	User Il is made It of actio to 1 wour lesh Wou	0 for this n n and do nd remair nds: □□	nodel, ones not send wing wi	on an usuffer a	Re-roll fi for t unmodifie t flesh wo flesh wou tence:	niled won this weap and roll of und. Ins nds. New Re	oon. 6 the tead it i
Flayer Claws ABILITIES: Reanimation Protocols Experience:	Melee When model i	Mon an Ingress not tarress ws	jury rol iken ou stored t	User Il is made It of actio to 1 wour lesh Wou	ofor this n and door door remain nds:	model, ones not sening with the Control of the Cont	on an usuffer a thin of the notation.	Re-roll far for the form the f	ailed wor this weap and roll of und. Ins ands. New Re 16	6 the tead it i
Flayer Claws ABILITIES: Reanimation Protocols Experience:	Melee When model i	Man an Ings not tare WS 3+	jury rolaken ou stored to F	User Il is made at of actio to 1 wour lesh Wou	ofor this n and dond remainnds:	w 1	on an usuffer a ith no	Re-roll far for the formula for the formula fo	ed roll of und. Insunds. New Results 16	6 the tead it i
Flayer Claws ABILITIES: Reanimation Protocols Experience:	Melee When model i	Man an Ings not tarreway. WS 3+	jury rolaken ou stored to F	User Il is made at of actio to 1 wour lesh Wou	ofor this non and door and remain nds:	w 1	an usuffer a suffer a A A D	Re-roll far for the formula for the formula fo	ed roll of und. Insunds. New Results 16	6 the tead it i

								20 Poi		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Lychguard	5"	3+	3+	5	5	2	2	10	3+	-
WEAPON	RANG	E T	/PE	S	AP		D	ABILITIES		S
Warscythe	Melee	e M	elee	+2	-4	2	2		-	
ABILITIES:										
Guardian Protocols	of any	Roll a D6 each time a COMMANDER loses a wound whilst they are within 3" of any friendly models with this ability; on a 2+ choose one of those models to intercept that hit - the COMMANDER does not lose a wound but the model you chose suffers a mortal wound.								
Reanimation Protocols	When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out of action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds.									
Experience: Convalescence: New Recruit:										