COMMAND ROSTER

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
Odakhar the Relentless	Immortal	Gauss Blaster,		Leader, Reanimation Protocols,		16
	Flayed One	Flayer Claws,		Veteran, Reanimation Protocols,		10
Tahar the Devoted	Flayed One	Flayer Claws,		Zealot, Reanimation Protocols,		10
	Lychguard	Warscythe,		Combat, Guardian Protocols, Reanimation Protocols,		20
	Flayed One	Flayer Claws,		Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Reanimation Protocols,		16
	Necron Warrior	Gauss Flayer,		Reanimation Protocols,		12
Thanatar the Starwalker	Immortal	Gauss Blaster,		Leader, Reanimation Protocols,		16
Ahmnok the Impaler	Flayed One	Flayer Claws,		Combat, Reanimation Protocols,		10
Ramatek the Flenser	Flayed One	Flayer Claws,		Zealot, Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Comms, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Reanimation Protocols,		16
	Immortal	Tesla Carbine,		Reanimation Protocols,		16
	Necron Warrior	Gauss Flayer,		Reanimation Protocols,		12
	Triarch Praetorian	Rod of covenant, Rod of covenant - ranged, Rod of covenant - melee,		A Purpose Unshakeable, Reanimation Protocols,		26
	Necron Warrior	Gauss Flayer,		Reanimation Protocols,		12

Odakhar the	Relentl	ess	Nov	okh				16	Point
NAME	M	WS BS	S	T	W	A	LD	SV	MAX
Immortal	5"	3+ 3+	- 4	4	1	1	10	3+	
WEAPON	RANGE	TYPE	S	AP			Al	BILITIES	S
Gauss Blaster	24"	Rapid Fire 1	5	-2	1			-	
ABILITIES:									
Reanimation Protocols		an Injury r not taken o restored		n and doo	es not su	ıffer a	ı flesh wou	ınd. Ins	
PECIALISM:	LEADE	R							
Resourceful		long as this					•	-	
Experience: □□		dditional C	Flesh Wou						
NAME	M	WS BS	Nov	okh T	W	A	LD	SV	Point
	5"	3+ 6+		4	1	A 3	10	3V 4+	MAX
Flayed One			S		<u> </u>				
Flayer Claws	Melee	TYPE Melee	User	0	1		Re-roll fa	iled wor nis weap	ınd rol
ABILITIES:									
Reanimation Protocols		an Injury r not taken o restored		n and do	es not su	iffer a	ı flesh wou	ınd. Ins	
PECIALISM:	VETER	AN							
Grizzled	This m	odel ignore	s penalties	to its Lea	dership	chara	cteristic ar	nd Nerv	e tests.
Experience: □□			Flesh Wou	ınds: □□[Con	vales	cence: 🗆 🗋	New Re	cruit: [
Γahar the De	voted		Nov	okh				10	Point
i anar the De	М	WS BS	S	T	W	A	LD	SV	MAX
NAME	IVI				_	3	10	4+	
	5"	3+ 6+	- 4	4	1	,			
NAME			S	4 AP	1		Al	BILITIES	\$
NAME Flayed One	5"						Re-roll fa		and rol

You can add 1 to this model's Attacks and Strength characteristics in a battle

round in which they charged.

SPECIALISM:

Frenzied

ZEALOT

				Nov	okh				20	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Lychguard	5"	3+	3+	5	5	2	2	10	3+	-
WEAPON	RANGE	TY	/PE	S	AP		D	ı	BILITIE	S
Warscythe	Melee	M	elee	+2	-4		2		-	
ABILITIES:										
Guardian Protocols	of any f	friendly	y mode	COMM. Is with the COMM you chos	is ability;	on a 2 R does	+ cho	ose one of se a wour	those m	odels to
Reanimation Protocols		s not ta	ıken ou	ll is made it of action to 1 wour	n and do	es not s	uffer	a flesh wo	ound. Ins	
SPECIALISM:	COMB	BAT								
Expert Fighter			Add	d 1 to this	model's .	Attack	s chara	cteristic.		
				Nov	okh	W	Δ	ın	10	Poin
NAME	M 5"	WS 3+	BS 6+			W 1	A 3	LD 10		Poin
NAME Flayed One	M	WS 3+	BS	Nov	okh T	1		10	10 SV	Poin MA)
NAME Flayed One WEAPON	M 5"	WS 3+	BS 6+	Nove \$	okh T 4	1	3	10 Re-roll f	10 SV 4+	Poin MA) S
NAME Flayed One WEAPON Flayer Claws	M 5" RANGE	WS 3+	B\$ 6+	Nove S 4 S	okh T 4 AP	1	3 D	10 Re-roll f	SV 4+ ABILITIE	Poin MA) S
NAME Flayed One WEAPON Flayer Claws ABILITIES: Reanimation	M 5" RANGE Melee	WS 3+ E TY Man an Ings not ta	BS 6+ /PE elee	Nove S 4 S	okh T 4 AP 0 for this n n and doo	1 nodel, o	3 D on an suffer	Re-roll f for unmodifi	10 SV 4+ ABILITIE Failed wo this weap	Poin MA) S und rolpon.
NAME Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols	M 5" RANGE Melee When model is	MS 3+ Mon an Incompanies not ta	BS 6+ /PE elee jury rol ken ou	Nove \$ 4 \$ User	okh T 4 AP 0 for this n and doond remain	1 nodel, o	3 D 1 con an suffer th no	Re-roll f for unmodifi a flesh wo	4+ ABILITIE Cailed wo this weap	Poin MA) S und rolpon. 6 the tead it
NAME Flayed One	M 5" RANGE Melee When model is	MS 3+ Mon an Incompanies not ta	BS 6+ /PE elee jury rol ken ou	Nove \$ 4 \$ User	okh T 4 AP 0 for this n n and doond remain	1 nodel, o	3 D 1 con an suffer th no	Re-roll f for unmodifi a flesh wo	ABILITIE Cailed wo this weap ed roll of bund. Insunds. New Ro	Poin MA) S und rolpon. 6 the tead it is
NAME Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols	M 5" RANGE Melee When model is	MS 3+ Mon an Incompanies not ta	BS 6+ /PE elee jury rol ken ou	Nove \$ 4 \$ User Il is made at of action to 1 wour to 1	okh T 4 AP 0 for this n n and doond remain	1 nodel, o	3 D 1 con an suffer th no	Re-roll f for unmodifi a flesh wo	ABILITIE Cailed wo this weap ed roll of bund. Insunds. New Ro	Poin MA) S und rol pon. 6 the tead it is secret. I
NAME Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols Experience:	M 5" RANGE Melee Wher model is	MS 3+ No. 1 an In	BS 6+ (PE elee jury rol aken ou stored t	Nove S 4 S User Il is made at of action to 1 wour lesh Wou	okh T 4 AP 0 for this n and doond remain nds:	nodel, of es not shing wi	3 D 1 1 non an an artificial state of the nonvales	Re-roll f for unmodifia a flesh wor flesh wor cence:	4+ ABILITIE Failed wo this weap eed roll of bund. Insunds. New Ro	Poin MA) S und rol pon. 66 the tead it Poin
NAME Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols Experience:	M 5" RANGE Melee Wher model is	WS 3+ M M M WS 3+ WS 3+	BS 6+ /PE elee jury rolaken ou stored to F	Nove \$ 4 \$ User Il is made at of action to 1 wour lesh Wou	okh T 4 AP 0 for this n n and do nd remain nds: □□ okh T	1 noodel, of the season of th	3 D 1 1 Don an an auffer at the no	Re-roll f for unmodifia flesh would flesh would rence:	4+ ABILITIE Cailed wo this weap ed roll of bund. Insunds. New Re	Poin MA) S und rol oon. 6 the tead it is ecruit: [Poin MA)
NAME Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols Experience:	M 5" RANGE Melee Where model is	WS 3+ IV Months and In	BS 6+ /PE elee jury rol ken ou stored t F BS 6+	Nove S 4 S User Il is made at of action to 1 wour lesh Wou Nove S 4	okh T 4 AP 0 for this n n and do nd remain nds: okh T 4	1 noodel, of the season of th	3 D D 1 1 A 3	Re-roll f for unmodified a flesh would be cence:	10 SV 4+ ABILITIE Failed wo this weap ed roll of bund. Insunds. New Ro	Poin MA) S und rolpon. 6 the tead it is recruit: I Poin MA) S und rolpon.
NAME Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols Experience:	M 5" RANGE Melee Where model is	WS 3+ IV Months and In	BS 6+ /PE elee jury rol aken ou stored t BS 6+ /PE	Nove S User User Il is made at of action to 1 wour lesh Wou Nove S 4	okh T 4 AP 0 for this n n and do nd remain nds: □□ okh T 4 AP	1 noodel, of the season of th	3 D D 1 1 Don an an auffer the no nevales	Re-roll f for unmodified a flesh would be cence:	ABILITIE alled wo this weap ed roll of ound. Insunds. New Ro	Poin MA) Sound roon. 6 the tead it Poin MA) Sound roon.

				Nov	okh					Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
WEAPON	RANGE	T۱	/PE	S	AP		D	Al	BILITIES	3
Flayer Claws	Melee	M	elee	User	0		1	Re-roll fa for tl	iled wou his weap	
ABILITIES:										
Reanimation Protocols		not ta	aken ou	l is made t of action to 1 wour	n and do	es not s	uffer a	flesh wou	ınd. Inst	
Experience: □□			□□ F	lesh Wou	nds: □□I	□ Coi	nvalesco	ence: 🗆 🗎	New Re	cruit: □
				Nov	okh				10	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
WEAPON	RANGE	T	/PE	S	AP		D	Al	BILITIES	3
Flayer Claws	Melee	М	elee	User	0		1	Re-roll fa for tl	iled wou his weap	
ABILITIES:										
Reanimation Protocols		not ta	aken ou stored t	l is made t of action to 1 wour	n and doo nd remair	es not s ning wi	uffer a th no fl	flesh wou esh wour	ınd. Inst ıds.	ead it is
Experience: □□			□ Fl	lesh Wou	nds: □□I	□ Coı	nvalesco	ence: 🗆 🗎	New Re	cruit: □
				Nov	okh				16	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	3+	
WEAPON	RANGE	T	/PE	S	AP		D	Al	BILITIES	
Gauss Blaster	24"		ipid re 1	5	-2		1		-	
ABILITIES:		11	10 1							
Reanimation Protocols		not ta	aken ou	l is made t of action	n and do	es not s	uffer a	flesh wou	ınd. Inst	
Experience: $\Box\Box$			□□ F	lesh Wou	nds: □□I	□ Coı	nvalesc	ence: 🗆 🗎	New Re	cruit: □
									12	Point
				Nov	okh				12	ı omt
NAME	M	WS	BS	Nove \$	okh T	W	A	LD	SV	MAX
NAME Necron Warrior	M 5"	WS 3+	BS 3+	_	_	W 1	A 1	LD 10		
Necron		3+		S	T	1		10	SV	MAX
Necron Warrior WEAPON	5"	3+ Ra	3+	\$ 4	T 4	1	1	10	SV 4 +	MAX
Necron Warrior WEAPON Gauss Flayer	5" RANGE	3+ Ra	3+	\$ 4 \$	T 4 AP	1	1 D	10	SV 4 +	MAX
Necron Warrior	5" RANGE 24"	3+ Ra Fi an In	3+ /PE apid re 1 jury rol aken ou	\$ 4 \$	T 4 AP -1 for this n n and doo	nodel, c	1 D on an usuffer a	10 Al	4+ BILITIES d roll of and. Inst	MAX

Thanatar the	Starwa	lker		Mep	hrit				16	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	3+	
WEAPON	RANGE	TY	PE	S	AP)	Al	BILITIES	3
Gauss Blaster	24"		pid re 1	5	-2		1		-	
ABILITIES:										
Reanimation		1	jury rol							
Protocols		s not ta	ıken ou	t of actio	n and do	es not si	uffer a	flesh wou	ınd. Inst	
Protocols PECIALISM:	LEADE	re. R long as	sken ou stored t	t of actio	n and doond remain	es not si ning wit	uffer a h no fl nd not	flesh wou esh wour shaken, y	ind. Inst nds. you gain	ead it i
Protocols PECIALISM: Resourceful	model is	re. ER long as	stored to stored to this m	t of actions to 1 wour	n and doond remain the batt oint at th	es not si ning wit lefield a ne begin	uffer a th no fl nd not ning of	flesh wour esh wour shaken, y	ind. Inst nds. you gain le round	ead it i an
Reanimation Protocols SPECIALISM: Resourceful Experience:	Model is	res not ta	stored to stored to this m	t of actio to 1 wour odel is or mmand P	n and doe nd remain the batt oint at th	es not si ning wit lefield a ne begin	uffer a th no fl nd not ning of	flesh wour esh wour shaken, y	ind. Insi nds. you gain le round New Re	an cruit: [
Protocols SPECIALISM: Resourceful Experience:	Model is	res not ta	stored to stored to this m	t of actio to 1 wour odel is or mmand P lesh Wou	n and doe nd remain the batt oint at th	es not si ning wit lefield a ne begin	uffer a th no fl nd not ning of	flesh wour esh wour shaken, y	ind. Insi nds. you gain le round New Re	ead it i an
Protocols SPECIALISM: Resourceful Experience:	LEADI As a Impale	res not ta	ken ou stored t s this m nal Cor	t of actio to 1 wour odel is or nmand P lesh Wou	n and doond remain the batt on the batt of the batt on the batt of	es not si ning wit lefield a ne begin Cor	uffer a th no fl nd not ning or	flesh wouresh wours shaken, y	und. Insunds. you gain le round New Re	an . cruit: [
Protocols PECIALISM: Resourceful Experience:	M M Model i	ER long as addition	ken ou stored t s this m nal Cor	t of actio to 1 wour odel is or nmand P lesh Wou Mep	n and doon and remain the batt to int at the hatt the hat	lefield a lefield a Con	nd not ning o	shaken, y f the batt ence:	und. Instands. you gain le round New Re	an . cruit: [Point

-						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flayer Claws	Melee	Melee	User	0	1	Re-roll failed wound rolls for this weapon.
ABILITIES:						
Reanimation Protocols		not taken	out of action	n and does	not suffer	unmodified roll of 6 the a flesh wound. Instead it is flesh wounds.
SPECIALISM:	COMBA	T				
Expert Fighter		A	dd 1 to this	model's A	tacks chara	acteristic.
Experience: □□			Flesh Wou	nds: □□□	Convales	cence: □ New Recruit: □
Ramatek the	Flenser		Mepl	hrit		10 Points

Ramatek the	Flenser			Mep	hrit				10	Points
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
WEAPON	RANGE	TY	'PE	S	AP)	AE	BILITIES	
Flayer Claws	Melee	Me	elee	User	0		1	Re-roll fai for th	led wou is weap	
ABILITIES:										
Reanimation Protocols		not ta	ken ou	it of action	n and do	es not si	affer a	nmodified flesh wou esh woun	nd. Inst	
SPECIALISM:	ZEALO	Γ								
Frenzied	You car	n add	1 to thi		Attacks in which		U	characteris	tics in a	battle
Experience: □□			□ F	lesh Wou	nds: □□	□ Con	valesco	ence: 🗆 🛚 1	New Red	cruit: 🗆

				Mep	hrit				16	Point
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	3+	
WEAPON	RANGI	E TY	'PE	S	AP		D	A	BILITIE	S
Gauss Blaster	24"		pid re 1	5	-2		1		-	
ABILITIES:										
Reanimation Protocols		is not ta	ken out	t of actio	n and do	es not s	suffer a	nmodifie flesh wou lesh wou	und. Ins	
SPECIALISM:	COM	NS								
Scanner	model f	rom yo	ur kill to	eam with rolls for	nin 6" of t that mo	his mo del in t	del to s his pha		ı can ado	l 1 to hi
Experience: □□			J∐ Fl	esh Wou	inds: ⊔⊔	□ Co	nvalesc	ence: 🗆	New Ke	cruit: L
				Mep						Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
		3+	3+	4	4	1	1	10	3+	
Immortal	5"									
Immortal WEAPON	RANGI	E TY	'PE	S	AP		D	A	BILITIES	3
		E TY	PE pid re 1	S	AP -2		D	A	BILITIES -	3
WEAPON	RANGI	E TY	pid					A	BILITIES	3
WEAPON Gauss Blaster	RANGI 24"	Ra Fin n an In	pid re 1 jury roll iken out	5 I is made t of actio	-2 for this n	es not s	1 on an u	nmodifie flesh wou	- ed roll of und. Ins	6 the
WEAPON Gauss Blaster ABILITIES: Reanimation	RANGE 24" Whe model i	Ra Fin n an In	pid re 1 jury roll ken out	5 I is made t of actio o 1 wour	-2 for this n n and do	es not s ning wi	on an usuffer a	nmodifie	ed roll of und. Insi nds.	6 the
WEAPON Gauss Blaster ABILITIES: Reanimation Protocols	RANGE 24" Whe model i	Ra Fin n an In	pid re 1 jury roll ken out	5 I is made t of actio o 1 wour	-2 for this n n and do nd remain	es not s ning wi	on an usuffer a	nmodifie flesh wou	ed roll of und. Insi nds. New Re	6 the
WEAPON Gauss Blaster ABILITIES: Reanimation Protocols	RANGE 24" Whe model i	Ra Fin n an In	pid re 1 jury roll ken out	5 I is made t of actio o 1 wour esh Wou	-2 for this n n and do nd remain	es not s ning wi	on an usuffer a	nmodifie flesh wou	ed roll of und. Insi nds. New Re	6 the tead it is cruit: Point
WEAPON Gauss Blaster ABILITIES: Reanimation Protocols Experience:	RANGI 24" Whe model i	Ra Fin n an In is not ta re	pid re 1 jury roll ken out stored t	5 l is made t of actio o 1 wour esh Wou	-2 for this n n and do nd remain nds: □□	es not s ning wi	on an u suffer a fith no f	inmodifie flesh wou lesh woui ence: □	- ed roll of und. Insi nds. New Re	6 the tead it is cruit: [
WEAPON Gauss Blaster ABILITIES: Reanimation Protocols Experience:	RANGI 24" Whe model i	Ra Fin n an In is not ta re WS 3+	pid re 1 jury roll ken out stored t	5 l is made t of actio o 1 wour esh Wou Mep	-2 for this n n and do nd remain nds: □□ hrit T	es not soning wing wing Co	on an usuffer a atth no f	inmodifie flesh wou lesh wou ence: LD	ed roll of und. Inst nds. New Re 16	of the cruit: Point MAX
WEAPON Gauss Blaster ABILITIES: Reanimation Protocols Experience:	RANGI 24" Whe model i	Raa Finn an Ingis not tage results and t	pid re 1 jury roll ken out stored t Flo BS 3+	5 l is made t of actio o 1 would esh Would Mep S	-2 for this n n and do nd remain nds: hrit T 4	es not soning wing wing Co	on an usuffer a sith no finvalesco	inmodifie flesh wou lesh wou ence: LD	ed roll of und. Inst nds. New Re 16 SV 3+	6 the read it is cruit: E Point

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.

Protocols

				Mepl	hrit				16	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	3+	
WEAPON	RANGE	T۱	/PE	S	AP		D	Al	BILITIES	3
Tesla Carbine	24"		sault 2	5	0		1		modified th this w uses 3 hit	eapon
ABILITIES:										
Reanimation Protocols		not ta	aken out	t of action	n and do	es not s	uffer a	nmodifie flesh wou lesh woun	ınd. Inst	
Experience: □□			□□ Fl	esh Wou	nds: □□	□ Cor	ivalesc	ence: 🗆 🛚	New Re	cruit: [
				Mepl	hrit				12	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	
WEAPON	RANGE	T۱	/PE	S	AP		D	A	BILITIES	3
Gauss Flayer	24"		ipid re 1	4	-1		1		-	
ABILITIES:										
Reanimation			, ,					nmodifie flesh wou		
Reanimation Protocols	model is	not ta	aken out stored t	t of action o 1 woun	n and doo	es not s ning wit	uffer a th no f	flesh wou lesh woun	ınd. Inst ıds.	ead it i
Reanimation Protocols Experience: □□	model is	not ta	aken out	t of action o 1 woun esh Woun	n and doo nd remair nds: □□	es not s ning wit	uffer a th no f ivalesc	flesh woundesh woundere:	ind. Inst ids. New Re 26	ead it i cruit: [Poin
Reanimation Protocols	model is	not ta	aken out stored t	t of action o 1 woun	n and doo	es not s ning wit	uffer a th no f	flesh wou lesh woun	ind. Inst ids. New Re	ead it i
Reanimation Protocols Experience: □□	model is	not ta	aken out	t of action o 1 woun esh Woun	n and doo nd remair nds: □□	es not s ning wit	uffer a th no f ivalesc	flesh woundesh woundere:	ind. Inst ids. New Re 26	ead it i cruit: [Poin
Reanimation Protocols Experience: NAME Triarch	model is	ws 3+	estored t	t of action o 1 woundesh Wound	n and doord remain	es not s ning win Con W	uffer a th no f nvalesc	flesh woundesh woundence:	nd. Instands. New Re 26	read it i cruit: [Point MA)
Reanimation Protocols Experience: NAME Triarch Praetorian	M 10" RANGE This	ws 3+ The weapong shoot tagether the shoot tageth	BS 3+ /PE on can botting atti	t of action of 1 woundesh Woun	n and doord remainnds: T 5 AP a ranged dring Over	es not s hing with Cor W 2 weapon	uffer a th no finvalesco A 2 D n and a to use the	flesh woundesh woundence:	nd. Instands. New Re 26 SV 3+ BILITIES eapon. V profile;	Point MA) When
Reanimation Protocols Experience: □□ NAME Triarch Praetorian WEAPON Rod of covenant Rod of covenant	M 10" RANGE This	WS 3+ Type Assessment to a second	BS 3+ /PE on can botting atti	t of action of 1 woundesh Woun	n and doord remainnds: T 5 AP a ranged dring Over	Cor W 2 weaponerwatchcks, use	uffer a th no finvalesco A 2 D n and a si, use the	flesh wouldesh would lesh would l	nd. Instands. New Re 26 SV 3+ BILITIES eapon. V profile;	Point MA) When
Reanimation Protocols Experience: NAME Triarch Praetorian WEAPON Rod of	M 10" RANGE This makir	WS 3+ Ty Ass	BS 3+ (PE on can botting attimaking sault	s tof action of 1 woundersh Wounders	n and doord remainnds: T 5 AP a ranged diring Oven that attack	weaponerwatch	A 2 D n and a 1, use ti	flesh wouldesh would lesh would l	nd. Instands. New Re 26 SV 3+ BILITIES eapon. V profile;	Point MA) When
Reanimation Protocols Experience: NAME Triarch Praetorian WEAPON Rod of covenant Rod of covenant - ranged Rod of covenant -	M 10" RANGE This makir	WS 3+ Ty Ass	BS 3+ /PE on can botting attimaking sault 1	t of action of 1 woundesh Woun	n and doord remain nds: T 5 AP a ranged a ranged a ranged aranged a ranged a ra	weaponerwatch	A 2 D n and a , use ti	flesh wouldesh would lesh would l	nd. Instands. New Re 26 SV 3+ BILITIES eapon. V profile;	Point MA) When
Reanimation Protocols Experience: NAME Triarch Praetorian WEAPON Rod of covenant Rod of covenant - ranged Rod of covenant - ranged Rod of covenant -	M 10" RANGE This makir	WS 3+ Ty Ass	BS 3+ (PE on can booting attemaking sault 1	t of action of 1 woundesh Woun	n and doord remain nds: T 5 AP a ranged aring Ovenbat attack -3	weaponerwatch	A 2 D n and a 1, use them 1	flesh wouldesh would lesh would l	nd. Instands. New Re 26 SV 3+ BILITIES eapon. V profile;	Point MA) When
Reanimation Protocols Experience: □□ NAME Triarch Praetorian WEAPON Rod of covenant Rod of covenant - ranged Rod of covenant - melee ABILITIES: A Purpose	M 10" RANGE This makir 12" Melee	WS 3+ The weapon of the second of the seco	BS 3+ /PE on can botting attimaking sault 1 elee This jury roll aken out	s to faction of 1 woundersh Wounders	n and door and remain nds: T 5 AP a ranged diring Oven that attack attack attack. -3 -3	weaponerwatch	A 2 D n and a 1 1 1	flesh wouldesh would lesh would l	and. Instands. New Re 26 SV 3+ BILITIES capon. W profile; e.	Poin MA)

				Mep	hrit				12	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	
WEAPON	RANG	E TY	'PE	S	AP		D	Al	BILITIES	3
Gauss Flayer	24"		pid e 1	4	-1		1		-	
ABILITIES:										
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 restored to 1 wound remaining with no flesh wounds.								
Experience: □□		1000	□ Fl	esh Wou	nds: □□I	□ Cor	nvalesce	nce: 🗆]	New Red	cruit: 🗆