	Mephrit 16								
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 to b	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 to b	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 to b	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

				16 Point					
NAME	M	WS I	BS S	T	W	A	LD	SV	MAX
Immortal	5"	3+ 3	3+ 4	4	1	1	10	3+	
WEAPON	RANGE	ТҮРЕ	S	AP	D		A	BILITIES	S
Gauss Blaster	24"	Rapio Fire 1)	-2	1			-	
ABILITIES:									
Reanimation Protocols		not taker	y roll is made n out of action red to 1 wou	n and do	es not su	ffer a	flesh wou	ınd. Ins	
SPECIALISM:	COMM	IS							
Scanner	model fr	om your l		nin 6" of t r that mo	his mode del in thi	el to sl is phas	noot, you	ı can ado	l 1 to hi
Experience: □□			Flesh Wou	ınds: ⊔⊔	L Conv	valesce	ence: 🗆		Point
NAME	M	WS I	BS S	Т	W	A	LD	SV	MAX
Flayed One	5"		6+ 4	4	1	3	10	4+	
WEAPON	RANGE	ТҮРЕ	S	AP	n		A	BILITIES	S
Flayer Claws	Melee	Melee		0	1]	Re-roll fa	iled wot	
ABILITIES:									
ABILITIES: Reanimation Protocols		not taker	y roll is made n out of actic red to 1 wou	n and do	es not su	ffer a	flesh wou	ınd. Ins	
Reanimation	model is	not taker resto	n out of action red to 1 wou	on and do nd remair	es not su ning with	ffer a t	flesh wou esh wour	ınd. Insı nds.	tead it is
Reanimation Protocols	model is	not taker resto	n out of action red to 1 wou	on and do nd remair	es not su ning with	ffer a t	flesh wou esh wour	ind. Inst nds. New Re	tead it is
Reanimation Protocols Experience: □□	model is	resto	n out of action red to 1 wou	on and do nd remair	es not su ning with	ffer a t	flesh wou esh wour	ind. Inst nds. New Re	tead it is
Reanimation Protocols Experience:	model is	s not taker restor	n out of action red to 1 wou Flesh Wou	on and do nd remaii unds: □□	es not su ning with	ffer a f	flesh wou esh wour ence: □	ind. Inst nds. New Re 16	tead it is cruit: [
Reanimation Protocols Experience: NAME Immortal	model is	ws I	n out of actic red to 1 wou Flesh Wou BS S 3+ 4	on and do nd remain unds: □□ T	es not suning with Conv	ffer a no flowalesce	flesh wou esh wour ence: LD 10	nd. Instands. New Re 16	ecruit: Point MAX
Reanimation Protocols Experience:	model is	ws I	rout of action red to 1 wou Flesh Wou BS S S S S S S S S S S S S S S S S S S	on and do nd remain inds: □□ T 4	es not su ning with Conv W	ffer a in no flowalesce	flesh wou esh wour ence: LD 10	nd. Insunds. New Re 16 SV 3+	read it is ceruit: Point MAX
Reanimation Protocols Experience: NAME Immortal WEAPON Gauss Blaster	model is M 5" RANGE	ws 3+ 3	rout of action red to 1 wou Flesh Wou BS S S S S S S S S S S S S S S S S S S	on and do ond remain unds: T 4 AP	es not su ning with Conv	ffer a in no flowalesce	flesh wou esh wour ence: LD 10	nd. Insunds. New Re 16 SV 3+	read it i cruit: [Point
Reanimation Protocols Experience: NAME Immortal	model is M 5" RANGE 24"	WS 3+ 3 TYPE Rapic Fire 1	rout of action red to 1 wou Flesh Wou BS S S S S S S S S S S S S S S S S S S	on and do nd remain ands: T 4 AP -2	w 1 D model, or	A 1 1 an un 1 ffer a n	esh wourence:	nd. Instands. New Ree 16 SV 3+ BILITIES d roll of und. Instands.	Point MAX

								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	ABILITIES		3	
Warscythe	Melee	Me	elee	+2	-4		2		-		
ABILITIES:											
Guardian Protocols	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: $\Box\Box$			□ Fl	esh Wou	nds: □□	Co	nvalesce	ence: 🗆 🛚	New Re	cruit: □	