

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 Relentless

Novokh

16 Points

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	D	ABILITIES				
Gauss Blaster	24"	Rapid Fire 1	5	-2	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 is restored to 1 wound remaining with no flesh wounds.
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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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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Novokh

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
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	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.
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SPECIALISM: VETERAN

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Tahar the Devoted

Novokh

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
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	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.
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SPECIALISM: ZEALOT

Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Novokh

20 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Lychguard	5"	3+	3+	5	5	2	2	10	3+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Warscythe	Melee	Melee	+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.

SPECIALISM: COMBAT

Expert Fighter	Add 1 to this model's Attacks characteristic.
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>

Novokh

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
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	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.
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Experience: ☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Novokh

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
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	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.
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Experience: ☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Novokh

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
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	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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Novokh

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
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	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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Novokh

16 Points

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	D	ABILITIES				
Gauss Blaster	24"	Rapid Fire 1	5	-2	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 is restored to 1 wound remaining with no flesh wounds.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Novokh

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	RANGE	TYPE	S	AP	D	ABILITIES				
Gauss Flayer	24"	Rapid Fire 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 is restored to 1 wound remaining with no flesh wounds.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Thanatar the Starwalker

Mephrit

16 Points

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	D	ABILITIES				
Gauss Blaster	24"	Rapid Fire 1	5	-2	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 is restored to 1 wound remaining with no flesh wounds.
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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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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Ahmnok the Impaler

Mephrit

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
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	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.
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SPECIALISM: COMBAT

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

Ramatek the Flenser

Mephrit

10 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
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	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.
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SPECIALISM: ZEALOT

Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Mephrit

16 Points

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	D	ABILITIES				
Gauss Blaster	24"	Rapid Fire 1	5	-2	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 is restored to 1 wound remaining with no flesh wounds.

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.

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

Mephrit

16 Points

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	D	ABILITIES				
Gauss Blaster	24"	Rapid Fire 1	5	-2	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 is restored to 1 wound remaining with no flesh wounds.

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

Mephrit

16 Points

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	D	ABILITIES				
Gauss Blaster	24"	Rapid Fire 1	5	-2	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 is restored to 1 wound remaining with no flesh wounds.

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

Mephrit

16 Points

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	D	ABILITIES				
Tesla Carbine	24"	Assault 2	5	0	1	Each unmodified hit roll of 6 with this weapon causes 3 hits.				

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 is restored to 1 wound remaining with no flesh wounds.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Mephrit

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	RANGE	TYPE	S	AP	D	ABILITIES				
Gauss Flayer	24"	Rapid Fire 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 is restored to 1 wound remaining with no flesh wounds.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

26 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Triarch Praetorian	10"	3+	3+	5	5	2	2	10	3+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Rod of covenant	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.									
Rod of covenant - ranged	12"	Assault 1	5	-3	1	-				
Rod of covenant - melee	Melee	Melee	User	-3	1	-				

ABILITIES:

A Purpose Unshakeable	This model automatically passes Nerve tests.
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.
Dynastic Agents	Triarch Praetorians cannot be drawn from a dynasty, but can be added to a Necrons kill team without preventing other models in the kill team from gaining a Dynastic Code. Note, however, that Triarch Praetorians cannot themselves benefit from a Dynastic Code.

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

Mephrit										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	RANGE	TYPE	S	AP	D	ABILITIES				
Gauss Flayer	24"	Rapid Fire 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 is restored to 1 wound remaining with no flesh wounds.									
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>										