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	D		Al	BILITIES	ILITIES	
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)	Al	BILITIES	
Warscythe	Melee	Me	lee	+2	-4	:	2		-	
ABILITIES:										
Guardian Protocols	of any f	riendly	model	ls with th e COMM	is ability;	on a 24 R does 1	- choo not los	d whilst these one of the a wound and.	those mo	dels to
Reanimation Protocols		not tal	ken ou	t of actio	n and do	es not s	uffer a	ınmodifie ı flesh wou lesh wour	ınd. Inst	
PECIALISM:	COMB	AT								
Expert Fighter			Add	1 to this	model's	Attacks	chara	cteristic.		
Experience: □□			□ Fl	esh Wou	nds: □□	□ Cor	valeso	ence: 🗆 🗎	New Re	cruit:
				Nov	okh				10	Poin
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)	Al	BILITIES	
Flayer Claws	Melee	Me	lee	User	0		1	Re-roll fa for tl	iled wou his weap	
ABILITIES:										
Reanimation Protocols	model is	not tal	cen ou tored t	t of actio	n and do nd remaii	es not s	uffer a	inmodifie flesh wou lesh wour	ınd. Inst ıds.	ead it
			□ Fl	esh Wou	nds: □□	□ Cor	ivaleso	cence: 🗆 🗋	New Re	cruit:
Experience: □□									10	Poin
Experience: 🗆				Nov	okh					rom
Experience: □□	M	WS	BS	Nov.	okh T	W	A	LD	SV	MA)
		WS 3+	BS 6+			W 1	A 3	LD	SV 4 +	
NAME	M	3+	6+	S	T	1		10		MAX
NAME Flayed One	M 5"	3+	6+ PE	\$ 4	T 4	1	3	10 Al Re-roll fa	4+ BILITIES	MA)

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

				okh _					Poin
NAME	M	WS E	BS S	Ţ	W	A	LD	SV	MA
Flayed One	5"	3+ 6	ó+ 4	4	1	3	10	4+	
WEAPON	RANGE	TYPE	S	AP		D	A	BILITIES	3
Flayer Claws	Melee	Melee	User	0		1	Re-roll f	ailed wou this weap	
ABILITIES:									
Reanimation Protocols		not taken	roll is made out of action ed to 1 wou	on and doe	s not s	uffer a	flesh wo	und. Inst	
Experience: □□			Flesh Wou	ınds: □□□	Cor	ivalesc	ence: 🗆	New Re	cruit: l
			Nov	okh				10	Poin
NAME	M	WS E	BS S	Ţ	W	A	LD	SV	MAX
Flayed One	5"	3+ 6	ó+ 4	4	1	3	10	4+	
WEAPON	RANGE	TYPE	S	AP	ا	D	A	BILITIES	S
Flayer Claws	Melee	Melee	User	0		1	Re-roll fa	ailed wou this weap	
ABILITIES:									
Reanimation Protocols		not taken	roll is made out of action ed to 1 wou	on and doe	s not s	uffer a	flesh wo	und. Inst	
Experience: □□			Flesh Wou	ınds: □□[Cor	ivalesc	ence: □	New Re	cruit:
			Nov	okh				16	Poin
NAME	M	WS E	BS S	T	W	A	LD	SV	MAX
Immortal	M 5"		3S S 5+ 4	T 4	W 1	A 1	LD 10	SV 3+	MAX
					1		10		
Immortal	5"	3+ 3	3+ 4 S	4	1	1	10	3+	
Immortal WEAPON	5" RANGE	3+ 3 TYPE Rapid	3+ 4 S	4 AP	1	1	10	3+	
Immortal WEAPON Gauss Blaster	5" RANGE 24" When	3+ 3 TYPE Rapid Fire 1 an Injury not taken	3+ 4 S	4 AP -2 e for this mon and does	1 anodel, cost not s	1 I on an u	10 A	3+ BILITIES - ed roll of und. Inst	6 the
Immortal WEAPON Gauss Blaster ABILITIES: Reanimation	5" RANGE 24" When model is	3+ 3 TYPE Rapid Fire 1 an Injury not taker restor	S to roll is made a out of action and to 1 wou	4 AP -2 e for this mon and does	1 aodel, cos not s	1 Don an uuffer a	10 A anmodifie	3+ BILITIES ed roll of und. Inst	6 the read it
Immortal WEAPON Gauss Blaster ABILITIES: Reanimation Protocols	5" RANGE 24" When model is	3+ 3 TYPE Rapid Fire 1 an Injury not taker restor	S to roll is made a out of action red to 1 wou	4 AP -2 e for this mon and does	1 aodel, cos not s	1 Don an uuffer a	10 A anmodifie	3+ BILITIES ed roll of und. Instruction. New Re	6 the read it
Immortal WEAPON Gauss Blaster ABILITIES: Reanimation Protocols	5" RANGE 24" When model is	TYPE Rapid Fire 1 an Injury not taker restor	S to roll is made a out of action red to 1 wou	4 AP -2 e for this mon and does and remain and s: □□□	1 aodel, cos not s	1 Don an uuffer a	10 A anmodifie	3+ BILITIES ed roll of und. Instruction. New Re	6 the
Immortal WEAPON Gauss Blaster ABILITIES: Reanimation Protocols Experience:	5" RANGE 24" When model is	3+ 3 TYPE Rapid Fire 1 an Injury not taker restor	S to roll is made a out of actioned to 1 would be November 1 November 1 November 2 Novem	4 AP -2 e for this mon and does nd remain unds: □□□	aodel, ces not seing with	1 In the second	10 A A A A A A A A A A A A A	3+ BILITIES ed roll of und. Instruds. New Re	6 the cead it
Immortal WEAPON Gauss Blaster ABILITIES: Reanimation Protocols Experience:	5" RANGE 24" When model is	3+ 3 TYPE Rapid Fire 1 an Injury not taken restor WS E 3+ 3	s + 4	4 AP -2 e for this mon and does not remain unds: □□□ vokh T	1 Indicate the second of the	1 Don an u uffer a	nnmodifii flesh wou lesh wou ence: □	3+ BILITIES - ed roll of und. Instruction of the second o	6 the cruit: Poin
Immortal WEAPON Gauss Blaster ABILITIES: Reanimation Protocols Experience:	5" RANGE 24" When model is	3+ 3 TYPE Rapid Fire 1 an Injury not taken restor WS E 3+ 3	s+ 4 S r roll is made a out of action red to 1 wou Flesh Wou Nov 3\$ \$ 4 \$ 4	4 AP -2 e for this mon and does not remain ands: □□□ vokh T	1 Indicate the second of the	1 Don an u uffer a ho no fer a	nnmodifii flesh wou lesh wou ence: □	3+ BILITIES ed roll of und. Instruction ands. New Res 12 SV 4+	6 the cruit: Poin
Immortal WEAPON Gauss Blaster ABILITIES: Reanimation Protocols Experience:	S" RANGE 24" When model is M S" RANGE	3+ 3 TYPE Rapid Fire 1 an Injury not taken restor WS E 3+ 3	s+ 4 S r roll is made a out of action red to 1 wou Flesh Wou Nov 3\$ \$ 4 \$ 4	4 AP -2 e for this mon and does not remain ands: □□□ rokh T 4 AP	1 Indicate the second of the	1 D D 1 1 1 D n an u uffer a th no f nvalesce	nnmodifii flesh wou lesh wou ence: □	3+ BILITIES ed roll of und. Instruction ands. New Res 12 SV 4+	6 the cruit: Poin
Immortal WEAPON Gauss Blaster ABILITIES: Reanimation Protocols Experience: □□ NAME Necron Warrior WEAPON Gauss Flayer	S" RANGE 24" When model is M S" RANGE 24"	3+ 3 TYPE Rapid Fire 1 an Injury not taker restor WS E 3+ 3 TYPE Rapid Fire 1	s+ 4 S r roll is made a out of action red to 1 wou Flesh Wou Nov 3\$ \$ 4 \$ 4	4 AP -2 e for this mon and does not remain and s: □□□ rokh T AP -1 e for this mon and does not remain and does not rem	1 Con W 1 Anodel, c	1 Don an u uffer a 1 Don an u uuffer a 1 uuffer a	10 A Inmodified flesh would be showed be showed and the showed a	3+ BILITIES ed roll of und. Instruction of the second roll of und. Instruction of und	6 the read it Poin MAX

Thanatar the	Starwa	lker		Mep	hrit				16	Point
NAME	М	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	AE	BILITIES	3
Gauss Blaster	24"		ipid re 1	5	-2		1		-	
ABILITIES:										
Reanimation Protocols		s not ta	aken ou	t of actio	on and do	es not s	uffer a	inmodified flesh wou lesh woun	ınd. Inst	
SPECIALISM:	LEADI	ER								
Resourceful								t shaken, y of the battl		
Experience: □□			□□ Fl	esh Wou	ınds: □□	□ Cor	ivalesc	ence: 🗆 1	New Re	cruit: [
1 hmm = 1 - 41 - 1										
Anmnok the	Impale	r		Mep	hrit				10	Point
NAME	Impale:	WS	BS	Mep \$	hrit T	W	A	LD	10 SV	
NAME			BS 6+		_	W 1	A 3	LD 10		
NAME	M	WS 3+		S	T	1		10	SV	MAX
NAME Flayed One WEAPON	M 5"	WS 3+	6+	\$ 4	T 4	1	3	10 AF Re-roll fa	SV 4+ BILITIES	MAX
Flayed One WEAPON Flayer Claws	M 5" RANGE	WS 3+	6+ /PE	\$ 4 \$	T 4 AP	1	3	10 AF Re-roll fa	SV 4+ BILITIES	MAX
Flayed One WEAPON Flayer Claws ABILITIES: Reanimation	M 5" RANGE Melee	WS 3+ E TY M an In an Interpretation	6+ /PE elee	\$ 4 \$ User	T 4 AP 0 for this r on and do	1 model, copes not s	3 D on an uuffer a	10 AF Re-roll fa	4+ BILITIES iled wou nis weap	MAX and roll on.
Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols	M 5" RANGE Melee	MS 3+ M M n an In s not ta	6+ /PE elee	\$ 4 \$ User	T 4 AP 0 for this r on and do	1 model, copes not s	3 D on an uuffer a	ARE-roll far for the numodified flesh wou	4+ BILITIES iled wou nis weap	MAX and roll on.
Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols	M 5" RANGE Melee When model i	MS 3+ M M n an In s not ta	6+ /PE elee jury rol aken ou	S User I is made t of action to 1 wounds	T 4 AP 0 for this r on and do	1 model, c	3 I on an u uffer a	All Re-roll far for the summodified flesh woundesh wound	4+ BILITIES iled wou nis weap	MAX and roll on.
Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols SPECIALISM:	M 5" RANGE Melee When model i	MS 3+ E TY M an an Interest research	6+ /PE elee jury rol aken ou estored t	S User User I is made t of action to 1 wounds 11 to this	T 4 AP 0 for this r on and do nd remain	nodel, coes not so	3 In an uuffer a ch no f	All Re-roll far for the summodified flesh woundesh wound	4+ BILITIES illed wou his weap d roll of had. Insteads.	MAX and roll on. 6 the ead it is
Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols SPECIALISM: Expert Fighter Experience:	M 5" RANGE Melee Where model i	MS 3+ E TY M M n an In re	6+ /PE elee jury rol aken ou estored t	S User User I is made t of action to 1 wounds 11 to this	T 4 AP 0 er for this report and do not remain and do not remain and do not remain a second second remain and second remain and remain and second remain and	nodel, coes not so	3 In an uuffer a ch no f	Re-roll far for the numodified flesh wound cteristic.	4+ BILITIES illed wou his weap d roll of and. Inst ds.	MAX and roll on. 6 the ead it is
Flayed One WEAPON Flayer Claws ABILITIES: Reanimation Protocols SPECIALISM: Expert Fighter	M 5" RANGE Melee Where model i	MS 3+ E TY M M n an In re	6+ /PE elee jury rol aken ou estored t	S User I is made t of action 1 would 1 to this esh Would 1 to this	T 4 AP 0 er for this report and do not remain and do not remain and do not remain a second second remain and second remain and remain and second remain and	nodel, coes not so	3 In an uuffer a ch no f	Re-roll far for the numodified flesh wound cteristic.	4+ BILITIES illed wou his weap d roll of and. Inst ds.	ind roll on. 6 the ead it is

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	AE	BILITIES	3
Flayer Claws	Melee	M	elee	User	0		1	Re-roll fai for th	iled wou nis weap	
ABILITIES:										
Reanimation Protocols		s not ta	aken ou	t of action	n and do	es not s	uffer a	nmodified flesh wou esh woun	nd. Inst	
SPECIALISM:	ZEALO	T								
Frenzied	You ca	ın add	1 to thi		Attacks in whicl		-	haracteris	stics in a	battle
Experience: □□			□□ Fl	lesh Wou	nds: □□	□ Cor	nvalesce	ence: 🗆 🛚 1	New Re	cruit: 🗆

		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		D _	A	BILITIES	3
Gauss Blaster	24"		ipid re 1	5	-2		1		-	
ABILITIES:										
Reanimation Protocols		not ta	ıken out	t of actio	for this n n and doo nd remair	es not s	uffer a f	lesh wou	ınd. Inst	
SPECIALISM:	COMM	IS								
Scanner Experience: □□	model fr	om yo	ur kill to	eam with rolls for	his model nin 6" of t that mod ands: □□[his mod del in tl	del to sh nis phas	ioot, you	ı can add	l 1 to h
				Мер	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	TY	/PE	S	AP		D	A	BILITIES	6
Gauss Blaster	24"		ipid re 1	5	-2		1		-	
ABILITIES:										
Reanimation Protocols		not ta	ıken out	t of actio	for this n n and doo nd remair	es not s	uffer a f	lesh wou	ınd. Inst	
Experience: □□			□□ Fl	esh Wou	ınds: □□[□ Coı	nvalesce	nce: 🗆 🗎	New Re	cruit: [
				Mep	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	TY	/PE	S	AP		D	A	BILITIES	3
Gauss Blaster	24"		ipid re 1	5	-2		1		-	
ABILITIES:										
ADILITIES.										

Experience: \square \square \square \square \square \square Flesh Wounds: \square \square Convalescence: \square New Recruit: \square

				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	Each unmoon of 6 with the causes		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 for the state of t	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 to 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	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)

				Мер	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	AE	BILITIES	
Gauss Flayer	24"		pid re 1	4	-1		1			
ABILITIES:										
Reanimation Protocols		is not ta	ıken out	of actio	n and do	es not s	uffer a f	nmodified flesh wou esh woun	ınd. Inst	
Experience: □□			□□ Fl	esh Wou	nds: □□	□ Cor	ıvalesce	nce: 🗆 1	New Re	cruit: 🗆