		16	Point							
NAME	M	Mephrit 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"		pid re 1	5	-2		1	-		
Abilities:										
Reanimation Protocols			t of acti	ion and d		uffer a	flesh w	odified ro ound. Inst wounds.		
Specialism:	Leader									
Resourceful	As long							en, you ga battle rou		ditiona
Experience: 🗆 🗆 🛚]□□ F	Flesh Wo	unds: □ [Convale	scence: 🗆	New Re	cruit: [
				Мер	hrit				10	Poin
NAME	M	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		D	A	BILITIES	
Flayer Claws	Melee	Mo	elee	User	0		1	Re-roll fa	iiled wou his weap	
Abilities:										
Reanimation	When a	n Injury	y roll is	made for	this mos	lal on	an iinm	1:0 1		
Protocols	is not ta	ıken out		ion and d		uffer a	flesh w	ound. Inst		
	Zealot	ıken out		ion and d	oes not si	uffer a	flesh w	ound. Inst		
Specialism:	Zealot		to 1	ion and d wound re is model's	oes not si emaining	uffer a with n	flesh wo	ound. Inst wounds. characteris	ead it is 1	restore
Specialism: Frenzied	Zealot	can add	to 1	ion and d wound re is model's round	oes not si emaining s Attacks I in whicl	with n and St they	flesh wo	ound. Inst wounds. characteris	ead it is i	restored battle
Specialism: Frenzied	Zealot	can add	to 1	ion and d wound re is model's round	oes not si emaining s Attacks d in which unds: [with n and St they	flesh wo	ound. Inst wounds. characteris	ead it is i	battle
Specialism: Frenzied Experience: □□I	Zealot	can add	to 1	ion and d wound re is model's round Flesh Wo	oes not si emaining s Attacks d in which unds: [with n and St they	flesh wo	ound. Inst wounds. characteris	ead it is i	battle cruit: [
Specialism: Frenzied xperience:	Zealot You o	can add	to 1	ion and d wound re is model's round Flesh Woo	oes not si emaining s Attacks d in which unds: I	uffer a with n and St 1 they	flesh wo flesh rength charged	ound. Inst wounds. characteris scence: □	ead it is a stics in a New Re	battle cruit: [
Specialism: Frenzied Experience:	Zealot You o	ws 3+	to 1 1 to thi	ion and d wound re is model's round Flesh Woo	oes not si emaining s Attacks d in which unds:	uffer a with n and St n they	flesh woo flesh rength ocharged Convales	characteris scence:	ead it is in a stics in a New Re	battle cruit: [Poin MAX
Specialism: Frenzied Experience: NAME Flayed One NEAPON	Zealot You o	ws 3+	to 1 1 to thi	ion and d wound re is model's round Flesh Woo Mep	oes not si emaining s Attacks d in which unds:	uffer a with n and St n they	flesh wo flesh rength charged Convales	characteris characteris LD 10 A Re-roll fa	ead it is in a stics in a stick i	battle cruit: [Poin MAX
Specialism: Frenzied Experience: NAME Flayed One NEAPON Flayer Claws	Zealot You o	ws 3+	to 1 1 to this BS 6+	ion and dewound resistance of the second sec	oes not si emaining s Attacks I in which unds:	uffer a with n and St n they	flesh who flesh rength charged Convales	characteris characteris LD 10 A Re-roll fa	New Re 10 SV 4+ BILITIES tiled wor	battle cruit: [Poin MAX
Specialism: Frenzied Experience: NAME Flayed One WEAPON Flayer Claws Abilities: Reanimation	You of Your of Manager Melee	ws 3+ Mo	to 1 1 to thi BS 6+ PE elee y roll is t of acti	is model's round Flesh Wor Mep S User made for ion and d	oes not signature of the control of	with n and St n they U U U U U U U U U U U U U U U U U U U	rength ocharged Convales A 3 D 1	characteris characteris LD 10 A Re-roll fa for ti	New Re 10 SV 4+ BILITIES tiled woth his weap	battle cruit: [Point MAX and roll on.
Specialism: Frenzied Experience: NAME Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols	You of Your of Manager Melee	ws 3+ Mon Injury	to 1 1 to thi BS 6+ PE elee y roll is t of acti	is model's round Flesh Wor Mep S User made for ion and d	oes not signature of the control of	with n and St n they U U U U U U U U U U U U U U U U U U U	rength ocharged Convales A 3 D 1	characteris characteris LD 10 A Re-roll fa for ti	New Re 10 SV 4+ BILITIES tiled woth his weap	battle cruit: [Point MAX and roll on.
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Specialism: Frenzied Experience: NAME Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols Specialism:	You of Your of	ws 3+ Mon Injury	to 1 1 to thi 1 to thi BS 6+ PE elee y roll is t of actit to 1	is model's round Flesh Wor Mep S User made for ion and diwound re	oes not signature of the control of	with n and St n they o	rength ocharged Convales A 3 D 1	characteris	New Re 10 SV 4+ BILITIES tiled woth his weap	battle cruit: [Point MAX und roll on.

Immortal 5" 3+ 3+ 4 4 1 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 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 rolls for that model in this phase. Experience:					Mep	hrit				16	Poin
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Abilities: Reanimation Protocols Comms 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 rolls for that model in this phase. Specialism: Comms 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 rolls for that model in this phase. Specialism: ID Poil IMME M WS BS S T W A LD SV Melec Hayed One 5" 3+ 6+ 4 4 1 3 10 4+ HEAPON RANGE TYPE S AP D 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. 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. Septiment: 16 Poil IMME M WS BS S T W A LD SV Melec New Recruit To this weapon. Abilities: Reanimation Protocols The poil wound remaining with no flesh wounds.	mmortal	5"	3+	3+	4	4	1	1	10	3+	
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mmortal 5" 3+ 3+ 4 4 1 1 10 3+ /EAPON RANGE TYPE S AP D ABILITIES Gauss Blaster 24" Rapid Fire 1 5 -2 1 -	rotocols	is not ta	iken ou	to 1	on and d wound re	oes not s	uffer a with 1	flesh w no flesh	round. Ins wounds.	oll of 6 th	e moderestoree
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bilities:	experience: AME mmortal	M 5" RANGE	WS 3+	tt of acti to 1 BS 3+ YPE apid	on and d wound re flesh Wor \$ 4	oes not si emaining unds: T 4 AP	uffer a with 1	Convalo A 1	wounds.	New Re 16 SV 3+	e moderestoree
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				20 Poi								
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Lychguard	5"	3+	3+	5	5	2	2	10	3+	-		
WEAPON	RANGE	T	YPE	S	AP		D	A	BILITIES	;		
Warscythe	Melee	M	elee	+2	-4		2		-			
Abilities:												
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	is not taken out of action and does not suffer a flesh wound. Instead it is restored											
Experience:												