COMMAND ROSTER

PLAYER NAME FACTION Necrons

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Immortal	Gauss Blaster,		Leader, Novokh, Reanimation Protocols,		16
	Flayed One	Flayer Claws,		Veteran, Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Zealot, Novokh, Reanimation Protocols,		10
	Lychguard	Warscythe,		Combat, Novokh, Guardian Protocols, Reanimation Protocols,		20
	Flayed One	Flayer Claws,		Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Novokh, Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Novokh, Reanimation Protocols,		16
	Necron Warrior	Gauss Flayer,		Novokh, Reanimation Protocols,		12
	Immortal	Gauss Blaster,		Leader, Mephrit, Reanimation Protocols,		16
	Flayed One	Flayer Claws,		Combat, Mephrit, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Zealot, Mephrit, Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Comms, Mephrit, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Mephrit, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Mephrit, Reanimation Protocols,		16
	Immortal	Tesla Carbine,		Mephrit, Reanimation Protocols,		16
	Necron Warrior	Gauss Flayer,		Mephrit, Reanimation Protocols,		12
	Triarch Praetorian	Rod of covenant - ranged, Rod of covenant - melee, Rod of covenant,		A Purpose Unshakeable, Reanimation Protocols,		26
	Necron Warrior	Gauss Flayer,		Mephrit, Reanimation Protocols,		12

				Nove	okh				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	TY	PE	S	AP		D	A	BILITIES	
Gauss Blaster	24"		pid re 1	5	-2		1		-	
Abilities:										
Reanimation Protocols			t of actio	on and do	es not su	ffer a f	lesh wo	nodified ro ound. Inst wounds.		
Specialism:	Leader									
Resourceful	As long							en, you ga battle rou		ditiona
Experience: 🗆 🗆			□□ F	lesh Wot	ınds: □		onvale	scence: 🗆	New Re	cruit: [
				Nove	okh				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	M	lelee	User	0		1	Re-roll fa		
								ror t	his weap	on.
Abilities:								for t	nis weap	on.
Reanimation		, ,	t of actio		es not su	ffer a f	lesh wo	nodified ro ound. Inst	oll of 6 th	ie mod
Reanimation Protocols		ken ou	t of actio	on and do	es not su	ffer a f	lesh wo	nodified ro ound. Inst	oll of 6 th	ie mod
Reanimation Protocols Specialism:	is not ta	ken ou	t of action to 1 v	on and do vound re	oes not su maining	ffer a fl with no	lesh wo o flesh	nodified ro ound. Inst	bll of 6 th	e mod estorec
Reanimation Protocols Specialism: Grizzled	Veteral This	iken our	t of action to 1 v	on and do vound re penalties	to its Lea	ffer a f with no dership	lesh wo o flesh o chara	nodified ro ound. Inst wounds.	obll of 6 th tead it is to d Nerve	tests.
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This	iken our	t of action to 1 v	on and do vound re penalties Tesh Wou	to its Lea	ffer a f with no dership	lesh wo o flesh o chara	nodified ro ound. Inst wounds. cteristic ar	obll of 6 th tead it is to d Nerve	tests. Cruit: [
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This	n model	t of action to 1 v	on and do vound re penalties Tlesh Wou Nove	nes not su maining to its Lea unds: 🗆 l	ffer a fl with no dership	o flesh o chara Convale	nodified round. Inst wounds. cteristic ar	oll of 6 the ead it is noted that the ad Nerve New Re	tests. Cruit: [
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This:	n model:	t of action to 1 v	on and dowound repenalties Clesh Woo	es not su maining to its Lea unds:	ffer a fl with no dership	lesh woo flesh o chara Convale	nodified round. Instead wounds. cteristic are scence:	oll of 6 th tead it is a ad Nerve New Re	tests. cruit: [Point
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This	m model :	t of action to 1 v to 1 v ignores BS 6+	on and do vound re penalties Clesh Woo	oes not su maining to its Lea unds: bkh 1 4	ffer a fl with no dership	lesh we of flesh of flesh of characteristics characteristics and characteristics are characteristics.	nodified repund. Inst wounds. cteristic ar scence: LD 10 Re-roll fa	oll of 6 th tead it is 1 ad Nerve New Re 10 SV 4+ BILITIES	tests. Cruit: [Point MAX
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This M 5" RANGE	m model :	t of actic to 1 v ignores BS 6+	on and dowound repenalties Plesh Wot Novo \$ 4	to its Lea unds: bkh T 4	ffer a fl with no dership	esh wo of flesh of characteristics of the short of the sh	nodified repund. Inst wounds. cteristic ar scence: LD 10 Re-roll fa	oll of 6 th tead it is a New Re 10 SV 4+ BILITIES iiled wou	tests. Cruit: [Point MAX
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This: M 5" RANGE Melee	m model : WS 3+ TY M Injury	tof action to 1 vision to 1 vi	on and do vound re penalties Flesh Woo Novo \$ 4 \$ User	to its Leaunds: bkh T AP 0 this modes not su	dership W 1	A 3 D	LD Re-roll far for t	New Re 10 SV 4+ BILITIES iiled wou his weap	tests. Cruit: [Point MAX
Reanimation Protocols Specialism: Grizzled Experience: NAME Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols	Veteral This: M 5" RANGE Melee	m model : WS 3+ TY M Injury	tof action to 1 vision to 1 vi	on and do vound re penalties Flesh Woo Nove \$ User made for on and do	to its Leaunds: bkh T AP 0 this modes not su	dership W 1	A 3 D	LD Re-roll far for t	New Re 10 SV 4+ BILITIES iiled wou his weap	tests. Cruit: [Point MAX
Abilities: Reanimation Protocols Specialism: Grizzled Experience: NAME Flayed One WEAPON Flayer Claws Abilities:	Veteral This: M 5" RANGE	m model :	t of action to 1 visit of acti	on and do vound re penalties Flesh Woo Nove \$ 4 \$ User	to its Lea unds: bkh T AP	ffer a ff with no dership	o chara convale A 3	nodified repund. Inst wounds. cteristic ar scence: LD 10 Re-roll fa	oll of 6 th tead it is a Ad Nerve New Re 10 SV 4+ BILITIES illed wou his weap	tests resto M mind i
Reanimation Protocols Specialism: Grizzled Experience:	When ar is not ta	model : WS 3+ TY M Injury,ken out	tof action to 1 vision to 1 vi	on and do vound repenalties Flesh Wou Nove 4 S User made for on and do vound re	to its Learnds: bkh T AP 0 this modules not su maining	dership W 1	A 3 D 1	LD Re-roll far for t	New Re 10 SV 4+ BILITIES illed wou his weap	tests. cruit: Poin MA and ro oon.

				Nov	okh				20	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Lychguard	5"	3+	3+	5	5	2	2	10	3+	-
WEAPON	RANGE	ΤY	/PE	S	AP		D	A	BILITIES	
Warscythe	Melee	M	[elee	+2	-4		2		-	
Abilities:										
Guardian Protocols	any f	riendly	y model	s with th	is ability;	on a 2+ loes no	- choos t lose a	whilst the e one of th wound b l.	ose mod	els to
Reanimation Protocols			t of action	on and do		fer a fl	esh w	nodified ro ound. Inst wounds.		
Specialism:	Comba	t								
Expert Fighter			Ado	d 1 to this	s model's	Attacks	chara	cteristic.		
Experience:			□□□ F	lesh Wo	unds: □ [□□С	onvale	scence: 🗆	New Re	cruit: [
				Nov	okh				10	Point
NAME	М	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	A	BILITIES	
					1			Re-roll fa		
Flayer Claws Abilities:	Melee	M	[elee	User	0		1	Re-roll fa	uiled wou his weap	ind roll
Flayer Claws Abilities: Reanimation Protocols	Melee When ar is not ta	M Injur ken ou	Ielee y roll is tt of action to 1 v	User made for on and do vound re	this mod ces not sur emaining	el, on a Fer a fl with no	1 un unn esh wo	Re-roll fa for t nodified ro ound. Inst wounds.	tiled wou his weap oll of 6 th tead it is	on. e moderestorec
Flayer Claws Abilities: Reanimation	Melee When ar is not ta	M Injur ken ou	Ielee y roll is tt of action to 1 v	User made for on and do wound re	this mod this mod the maining the maining	el, on a Fer a fl with no	1 un unn esh wo	Re-roll fa for t nodified ro ound. Inst	tiled woth his weap boll of 6 the tead it is	e moderestorec
Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When ar is not ta	M n Injur ken ou	y roll is at of action to 1 v	User made for on and do vound re	this mod oes not sur emaining v	el, on a ffer a fl with no	n unn esh wo oflesh	Re-roll fa for t nodified re ound. Inst wounds.	niled wou his weap boll of 6 th tead it is	nd rollon. e moderestorecterit: [
Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When ar is not ta	M Injur	y roll is to 1 v	User made for on and do vound re	this mod coes not sur maining unds:	el, on a Efer a fl with no	1 unn unn esh woonvale	Re-roll far for the form of the following forethe form of the following form of the following form of the foll	tiled woth his weap boll of 6 the tread it is so weap New Res 10	e moderestorec
Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When ar is not ta	M Injur WS 3+	y roll is to 1 v	User made for on and do vound restricted Work Nov. S 4	othis modes not suremaining tunds:	el, on a ffer a fl with no	1 unn unn unn esh wo flesh oonvale	Re-roll far for to nodified repund. Instead wounds.	niled wou his weap his weap his weap hill of 6 th tead it is New Re 10 SV 4+	e moderestorec
Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When ar is not ta	M Injur WS 3+	y roll is to 1 v	User made for on and do vound re	this mod coes not sur maining unds:	el, on a ffer a fl with no	1 unn unn esh woonvale	Re-roll far for the form of th	New Results States 10	e moderestored
Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When ar is not ta	Ms 3+	y roll is to 1 v	User made for on and do vound restricted Work Nov. S 4	othis modes not suremaining tunds:	el, on a fer a fl with no	1 unn unn unn esh wo flesh oonvale	Re-roll far for to nodified repund. Instead wounds.	New Results States 10	ecruit: [Point MAX
Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When ar is not ta	Ms 3+	y roll is to 1 v BS 6+	User made for on and do wound restricted Work Nov. \$ 4	this mod obes not surmaining with the second sur	el, on a fer a fl with no	1 1 1 on unn unn unn esh wo flesh onvale	Re-roll far for to nodified repund. Instead wounds.	New Re 10 SV 4+ BILITIES	ecruit: [Point MAX

				Nove	okh				10	Point
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
VEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	3
Flayer Claws	Melee	M	elee	User	0		1	Re-roll fa for t	ailed wou his weap	
\bilities:										
Reanimation Protocols			t of action		oes not su	ffer a fl	esh wo	odified ro ound. Inst wounds.		
xperience: □□[]□□ F	Flesh Wou Nove		□□с	onvale	scence: 🗆		ecruit: [
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
VEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	}
				-						
	Melee	М	elee	User	0		1	Re-roll fa for t	niled wou his weap	
Abilities:	When ar	ı Injury	y roll is t of actio	made for	this moc	lel, on a ffer a fl	n unm esh wo	for to odified ro ound. Inst	his weap	oon. ne mode
Abilities: Reanimation Protocols	When ar	ı Injury ken ou	y roll is t of actio to 1 v	made for on and do wound re	this moo oes not su maining	lel, on a ffer a fl with no	n unm esh wo	for to odified ro ound. Inst	his weap oll of 6 th	oon. ne mode restored
Abilities: Reanimation Protocols	When ar	ı Injury ken ou	y roll is t of actio to 1 v	made for on and do wound re	this moc bes not su maining unds:	lel, on a ffer a fl with no	n unm esh wo	for to odified ro ound. Inst wounds.	his weap oll of 6 th tead it is	ne mode restored
Abilities: Reanimation Protocols Experience:	When ar is not ta	ı Injury ken ou	y roll is t of actio to 1 v	made for on and do wound re	this moc bes not su maining unds:	lel, on a ffer a fl with no	n unm esh wo	for to odified ro ound. Inst wounds.	his weap oll of 6 th tead it is	ne mode restored
Abilities: Reanimation Protocols Experience:	When ar is not ta	a Injury ken ou	y roll is t of action to 1 v	made for on and de wound re Flesh Wou	this moc oes not su maining unds:	lel, on a ffer a fl with no	n unm esh wo oflesh	for to odified roound. Instead	his weap oll of 6 th tead it is New Re	ne moderestored
Abilities: Reanimation Protocols Experience:	When ar is not ta	WS 3+	y roll is t of actio to 1 v	made for on and do wound re Flesh Wou Novo	this moc oes not su maining unds: okh	lel, on a ffer a fl with no	n unmesh weed of lesh woodles	for to odified room. Instead wounds.	his weap boll of 6 th tead it is New Ro	poon. ne mode restored ecruit: [Point MAX
Abilities: Reanimation Protocols Experience:	When ar is not ta	WS 3+ TY	y roll is to faction to 1 v	made for on and do wound res Flesh Wou Novo S	e this moc oes not su maining unds: okh 1 4	lel, on a ffer a fl with no	n unmesh woo flesh	for to odified room. Instead wounds.	New Res	poon. ne mode restored ecruit: [Point MAX
Abilities: Reanimation Protocols Experience:	When ar is not ta	WS 3+ TY	y roll is to faction to 1 v	made for on and do wound res	e this moc bes not su maining unds: okh T 4 AP	lel, on a ffer a fl with no	n unmesh we of flesh on vales	for to odified room. Instead wounds.	New Res	ne mode restored ecruit: [
Abilities: Reanimation Protocols Apperience:	When ar is not ta M 5" RANGE 24"	WS 3+ TY Ra Fin	y roll is to faction to 1 v	made for on and do wound res	this moces not sumaining unds: okh T AP -2 this moces not su	lel, on a ffer a fl with no	n unmesh wee of flesh woonvalee	for to odified round. Instead wounds.	New Roll New Roll 16 SV 3+ BILITIES	poon. ne mode restored ecruit: Point MAX

Necron Warrior WEAPON R Gauss Flayer Abilities:		, ,	oid e 1 roll is 1		T 4 AP -1	W 1	1 D 1		SV 4+ BILITIES	MAX
Warrior WEAPON R Gauss Flayer Abilities: Reanimation is	ANGE 24" hen an	TYF Rap Fire	PE oid e 1 roll is a	\$ 4 made for	AP -1		D	Al	BILITIES	
Gauss Flayer Abilities: Reanimation is	24" hen an	Rap Fire Injury	oid e 1 roll is 1	4 made for	-1	lel, on a	1		•	
Abilities: Reanimation	hen an	Fire	roll is 1	made for	this mod	lel, on a		adified se	-	
Reanimation W		, ,	of actic			lel, on a	in iinm	adifiad na		
Reanimation		, ,	of actic			lel, on a	n 110 m	dified to		
			to 1 w		oes not su emaining	ffer a fl	lesh wo	and. Inste		
xperience: 🗆 🗆 🗖 🗆			□□ F.	lesh Wo	unds: □	□□с	onvales	cence: 🗆 🛚	New Rec	ruit: [
				Mep						Poin
	M - "	WS	BS	S	Ī	W	A	LD	SV	MAX
	5"	3+	3+	4	4	1	1	10	3+	
WEAPON R	ANGE	TYF		<u> </u>	AP		D	Al	BILITIES	
Gauss Blaster	24"	Rap Fire		5	-2		1		-	
Abilities:										
Reanimation		, ,	of actic	on and do		ffer a fl	lesh wo	odified ro und. Inste vounds.		
Specialism: Le	ader									
Resourceful A	s long a							en, you ga attle roun		itiona
xperience: 🗆 🗆 🗆 🗆			□□ F	lesh Wo	unds: □	□□с	onvales	cence: 🗆 1	New Red	ruit: [
				Мер	hrit				10	Poin
	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
NAME		_	6+	4	4	1	3	10	4+	
	5"	3+	0.							
Flayed One	5" Ange	3+ TYF		S	AP		D	Al	BILITIES	
Flayed One S			E	S User	0			Re-roll fai		
Flayed One S	ANGE	TYF	E		Т		1	Re-roll fai	iled wou	
Flayed One WEAPON Flayer Claws Abilities: Reanimation	ANGE Melee hen an	TYF Me Injury	PE elee	User made for on and do	0 this mod	lel, on a ffer a fl	1 In unmo	Re-roll fai for th odified ro and. Inste	iled wou his weapo	on. e mod
Flayed One NEAPON R Flayer Claws Abilities: Reanimation Protocols W is	ANGE Melee hen an	TYF Me Injury	PE elee	User made for on and do	this mod	lel, on a ffer a fl	1 In unmo	Re-roll fai for th odified ro and. Inste	iled wou his weapo	on. e mod

an Injur taken ou t	to 1 w	on and do vound re odel's At in lesh Wou	oes not su maining	el, on a ffer a flo with no	n unme esh wor flesh v	Re-roll fai for th odified ro und. Inste	nis weap oll of 6 th	on. e mode estored
E T an Injur taken ou t n add 1	YPE Melee Ty roll is a to 1 w to 1 w	User Made for on and do vound re odel's At in	AP 0 this mod sees not surmaining which the	el, on a ffer a flo with no	n unmoesh woo	Al Re-roll fai for the odified ro und. Inste vounds.	BILITIES illed wou nis weap	on. e mode estored
an Injurtaken ou	I delee Ty roll is a It of action to 1 w to this m	User made for on and do vound re odel's At in	this mod bes not sur maining tacks and which th	el, on a ffer a flo with no	n unmo esh woo flesh v	Re-roll fai for the odified ro und. Inste vounds.	iled wou nis weap oll of 6 th ead it is r	on. e mode estored
an Injur taken ou t n add 1	ry roll is a to 1 w to this m	made for on and do vound re odel's At in lesh Wou	this mod bes not sumaining water tracks and which the	el, on a ffer a flo with no Strengt	n unme esh wor flesh v	for the diffed round. Inste	nis weap oll of 6 th	on. e mode estored
taken ou	to 1 w	on and do vound re odel's At in lesh Wou	maining water tracks and which the	ffer a flowith no	esh woo flesh v	und. Inste vounds.	ead it is r	estored
taken ou	to 1 w	on and do vound re odel's At in lesh Wou	maining water tracks and which the	ffer a flowith no	esh woo flesh v	und. Inste vounds.	ead it is r	estored
n add 1		in lesh Wou	which th	-		ecteristics	in a battl	e roun
		in lesh Wou	which th	-		cteristics	in a battl	e roun
	J□□ F		ınds: □ l					
WS		3.6		□ C	onvales	cence: 🗆 1	New Re	cruit: [
WS			hrit -					Poin
_	BS	S	T	W	A	LD	SV	MAX
3+	3+	4	4	1	1	10	3+	
E T	YPE	S	AP		D	Al	BILITIES	
	•	5	-2		1		-	
,	it of actio	on and do	es not su	ffer a fl	esh wo	und. Inste		
18								
el from y	our kill	team with rolls for	hin 6" of that mod	this mo lel in th	del to sl is phas	hoot, you e.	can add	1 to hi
		Mep	hrit				16	Poin
WS	BS	S	Ţ	W	A	LD	SV	MAX
3+	3+	4	4	1	1	10	3+	
E T	YPE	S	AP		D	Al	BILITIES	
	apid ire 1	5	-2		1		-	
F	IIC I							
F	iic i							
	an Injurtaken out taken ou	taken out of actic to 1 v 18 te per Shooting p el from your kill WS BS 3+ 3+ E TYPE	an Injury roll is made for taken out of action and do to 1 wound re 18 the per Shooting phase, if the from your kill team with rolls for the	an Injury roll is made for this mode taken out of action and does not sur to 1 wound remaining. IS be per Shooting phase, if this model from your kill team within 6" of rolls for that model. Mephrit WS BS S T 3+ 3+ 4 4 E TYPE S AP	an Injury roll is made for this model, on a taken out of action and does not suffer a fle to 1 wound remaining with no 1see per Shooting phase, if this model is not self from your kill team within 6" of this morolls for that model in the company of the second of the s	an Injury roll is made for this model, on an unmotaken out of action and does not suffer a flesh wor to 1 wound remaining with no flesh we per Shooting phase, if this model is not shaken, of from your kill team within 6" of this model to shaken rolls for that model in this phase. Mephrit WS BS S T W A 3+ 3+ 4 4 1 1 E TYPE S AP D	an Injury roll is made for this model, on an unmodified ro taken out of action and does not suffer a flesh wound. Instet to 1 wound remaining with no flesh wounds. 18 The per Shooting phase, if this model is not shaken, when you from your kill team within 6" of this model to shoot, you rolls for that model in this phase. Mephrit WS BS S T W A LD 3+ 3+ 4 4 1 1 100 E TYPE S AP D A	an Injury roll is made for this model, on an unmodified roll of 6 th taken out of action and does not suffer a flesh wound. Instead it is recommended to 1 wound remaining with no flesh wounds. 18 The per Shooting phase, if this model is not shaken, when you pick an all from your kill team within 6" of this model to shoot, you can add rolls for that model in this phase. Mephrit The state of the state o

				Mep	hrit				16	Point
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
mmortal	5"	3+	3+	4	4	1	1	10	3+	
VEAPON	RANGE	TY	PE	S	AP		D	I	ABILITIES	
Gauss Blaster	24"		pid :e 1	5	-2		1		-	
bilities:										
Reanimation Protocols		, .	t of acti	made for on and do wound re	oes not su	ffer a f	lesh wo	ound. Ins		
xperience: □□[] 🗆 🖸]	Flesh Wor	ınds: □		onvale	scence: 🗆	New Re	cruit: [
				Мер	hrit				16	Point
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
mmortal	5"	3+	3+	4	4	1	1	10	3+	
esla Carbine	24"	Assa	l+ 2	5	0		1		modified	
	21	11336	uit 2	J	O				ith this w uses 3 hit	-
	21	11332	uit 2	,	O					-
Abilities: Reanimation Protocols	When an	ı Injury	roll is	made for on and do wound re	this mod	ffer a f	ın unm	can nodified r ound. Ins	uses 3 hit	s. ie mode
Abilities:	When an is not ta	ı Injury ken out	roll is t of acti to 1	made for on and do wound re	this moc oes not su maining	ffer a f with no	esh wo	can nodified r pund. Ins wounds.	oll of 6 th tead it is 1	s. e mode restored
Abilities: Acanimation Protocols Experience:	When an is not ta	ı Injury ken out	roll is t of acti to 1	made for on and do wound re	this moc oes not su maining	ffer a f with no	esh wo	can nodified r pund. Ins wounds.	oll of 6 th tead it is 1	e mode restored
Abilities: Reanimation Protocols Experience:	When an is not tal	i Injury ken out	roll is t of acti to 1	made for on and do wound re Flesh Woo	this moc oes not su maining	ffer a fl with no	un unm Jesh wo o flesh onvale	can nodified r ound. Ins wounds.	oll of 6 th tead it is 1 New Re	e mode restored cruit:
Abilities: Reanimation Protocols Experience:	When an is not tal	Injury ken out WS 3+	roll is tof actito 1	made for on and do wound re	this moc bes not su maining unds: hrit	ffer a fl with no	esh we of lesh	can nodified round. Ins wounds.	oll of 6 th tead it is 1 New Re 12 SV	cruit:
Abilities: Reanimation Protocols Experience:	When an is not tal	WS 3+ TY	y roll is to faction to 1	made for on and do wound re Flesh Wou Mep	this moc bes not su maining unds: hrit 1	ffer a fl with no	un unm desh wo of flesh	can nodified round. Ins wounds.	oll of 6 th tead it is 1 New Re 12 SV 4+	cruit:
Abilities: Reanimation Protocols Experience:	When an is not tall	WS 3+ TY	BS 3+	made for on and do wound re	this moc bes not su maining unds: T 4 AP	ffer a fl with no	un unm eesh wo onvale	can nodified round. Ins wounds.	oll of 6 th tead it is 1 New Re 12 SV 4+	cruit:
Abilities: Reanimation Protocols	When an is not tall M 5" RANGE 24"	WS 3+ TY Ray Fin	BS 3+ PE pid v roll is to facti	made for on and do wound re	this moces not sumaining unds: hrit T AP -1 this moces not su	ffer a ffwith no	nununununununununununununununununununu	can nodified round. Ins wounds.	oll of 6 th tead it is 1 New Re 12 SV 4+ ABILITIES	cruit: Point MAX

NAME	M	WS	BS	S	T	W	A	LD	SV	Points MAX
Triarch Praetorian	10"	3+	3+	5	5	2	2	10	3+	-
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	3
Rod of covenant			s or firi		vatch, us	e the ra	inged pi	ee weapoi rofile; wh file.		
Rod of covenant- ranged	12"	Assa	ult 1	5	-3		1		-	
Rod of covenant - melee	Melee	M	elee	User	-3		1		-	
Abilities:										
A Purpose Unshakeable			This	model at	ıtomatica	ally pas	ses Ner	ve tests.		
	3771	. .								
Reanimation Protocols			of actio	n and do	es not su	ffer a f	lesh wo	odified ro und. Inst wounds.		
Protocols	is not tal	ken out	t of actio	on and do vound rer	es not su naining	ffer a f with n	lesh wo o flesh v	und. Inst wounds.	ead it is	restored
Protocols	is not tal	ken out	t of actio	on and do vound rer lesh Wou	es not su maining inds: 🗆 l	ffer a f with n	lesh wo o flesh v	und. Inst wounds.	ead it is : New Re	restored ecruit: □
Protocols	is not tal	ken out	t of actio	on and do vound rer	es not su maining inds: 🗆 l	ffer a f with n	lesh wo o flesh v	und. Inst wounds.	ead it is : New Re	restored
Protocols Experience:	is not tal	ken out	t of actio to 1 w	on and do yound rer lesh Wou Mepl	es not su maining ands:	ffer a f with n □ □ C	lesh wo o flesh v Convales	ound. Inst wounds. scence:	nead it is a New Re	restored ecruit: Point
Protocols Experience: NAME Necron Warrior	is not tal	WS	to f actio to 1 w BS 3+	on and do yound rer lesh Wou Mepl	es not su maining ands: rit	ffer a f with n	lesh wo o flesh v Convales	und. Inst wounds. scence: LD 10	New Re	restored ccruit: Point MAX
Protocols Experience: NAME Necron	M 5"	WS 3+ TY	to f actio to 1 w BS 3+	on and do yound rer lesh Wou Mepl \$	es not su maining unds: rrit T 4	ffer a f with n	lesh wo o flesh v Convales	und. Inst wounds. scence: LD 10	New Res	restored ccruit: Point: MAX
Protocols Experience: NAME Necron Warrior WEAPON	M 5" RANGE	WS 3+ TY	to f action to 1 w BS 3+ PE pid	m and do round rer lesh Wou Mepl S 4	es not su maining unds: nrit T 4 AP	ffer a f with n	lesh wo o flesh v Convales A 1	und. Inst wounds. scence: LD 10	New Res	restored ccruit: Point: MAX

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