		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	ABILITIES		
Gauss Blaster	24"	24" Rapid Fire 1		5	-2		1		-	
Abilities:										
Reanimation Protocols		, .	of action	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 rour		ditiona
Experience: □□[]□□ F	Flesh Wot	ınds: 🗆		Convale	scence: 🗆	New Re	cruit: [
				Mep	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	ABILITIES		
Flayer Claws	Melee	M	elee	User	0		1	Re-roll failed wound ro		
Abilities:										
Reanimation Protocols		, ,	t of action	on and do	es not su	ffer a f	lesh wo	nodified ro ound. Inst wounds.		
Specialism:	Zealot									
Frenzied	You can	add 1 to	o this m		tacks and which th			acteristics	in a battl	le roun
Experience: 🗆 🗖]□□ F	Flesh Wot	ınds: 🗆		Convale	scence: 🗆	New Re	cruit: [
				Mep	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	e Melee		User	0		1	Re-roll failed wound for this weapon.		
Abilities:										
Reanimation Protocols			of action	on and do	es not su	ffer a f	lesh wo	nodified ro ound. Inst wounds.		
Specialism:	Comba	t								
Expert Fighter			Ado	d 1 to this	model's	Attack	s charac	cteristic.		
Experience: □□[]□□ F	Flesh Wot	ınds: 🗆		Convale	scence: 🗆	New Re	cruit:

	Mephrit									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	A	BILITIES		
Gauss Blaster	24"	Rapid Fire 1		5	-2		1		-		
Abilities:											
Reanimation Protocols		, ,	of acti	made for on and do wound re	es not su	ffer a fl	esh wot	ınd. Inst			
Specialism:	Comms										
Scanner	model f	rom yo	our kill	ohase, if the team with rolls for Flesh Wou	nin 6" of that mo	this mo del in th	del to sl iis phas	100t, you e.	can add	1 to hi	
									10	Poin	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
						_					
Flayed One	5"	3+	6+	4	4	1	3	10	4+		
•	5" RANGE	3+ TY		4 S	4 AP		3 D		4+ BILITIES		
NEAPON Flayer Claws	_	TY			_		D	A Re-roll fa	BILITIES	ınd rol	
WEAPON Flayer Claws	RANGE Melee	Mo	PE elee	S User	AP 0		D 1	Ae-roll fa for t	BILITIES iled wou his weap	ınd rol on.	
WEAPON Flayer Claws Abilities: Reanimation Protocols	Melee When an is not tal	Mo Mo Injury ken out	PE elee	S User made for on and do	AP 0 this moces not su maining	lel, on a ffer a fl with no	n unmo	Re-roll fa for t odified ro und. Inst younds.	BILITIES illed wou his weap oll of 6 th ead it is	ind rol on. ie mod	
WEAPON Flayer Claws Abilities: Reanimation Protocols	Melee When an is not tal	Mo Mo Injury ken out	PE elee	S User made for on and do	AP 0 this moces not su maining	lel, on a ffer a fl with no	n unmo	Re-roll fa for t odified ro und. Inst younds.	BILITIES iiled woth his weap bill of 6 the read it is	and rol on. ne mod restored	
WEAPON Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When an is not tal	Injury cen out	PE elee roll is of acti to 1	S User made for on and dowound res	this moces not sumaining	lel, on a ffer a fl with no	n unmo	Ac-roll fa for the odified round. Inst younds.	BILITIES iled wot his weap bill of 6 th read it is	nd rol on. e mod restored	
WEAPON Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When an is not tal	Mo Mo Injury ken out	PE elee	S User made for on and do	AP 0 this moces not su maining	lel, on a ffer a fl with no	n unmo	Re-roll fa for t odified ro und. Inst younds.	BILITIES iiled woth his weap bill of 6 the read it is	and rol on. ne mod restored	
WEAPON Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When an is not tal	Mo Injury scen out	PE elee elee v roll is cof acti to 1 v	S User made for on and dowound re	this moces not sumaining	lel, on a ffer a fl with no	n unmoesh woo oflesh w	Ace-roll far for the difference of the country ounds.	BILITIES iiled woth his weap bill of 6 the read it is a second with the r	nnd rol on. ie mod crestored recruit: [Point MAX	
WEAPON Flayer Claws Abilities: Reanimation	Melee When an is not tal	Injury cen out	PE elee BBS 3+PE	S User made for on and dowound res	this moces not sumaining	lel, on a ffer a fl with no	n unmoesh woo	Ace-roll far for the difference of the country ounds.	BILITIES illed wor his weap bill of 6 th read it is New Re 16 SV 3+	nnd rol on. e mod crestored	
WEAPON Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When an is not tal	Moderate Mod	PE elee BBS 3+PE	S User made for on and dowound res	this moces not sumaining	lel, on a ffer a fl with no	n unmoesh woo offesh woonvaleso	Ace-roll far for the difference of the country ounds.	BILITIES illed wor his weap bill of 6 th read it is New Re 16 SV 3+	nnd rol on. e mod crestored	

									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	ТҮРЕ		S	AP		D	ABILI		LITIES	
Warscythe	Melee	M	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: □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□											