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

				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	TY	/PE	S	AP		D	A	BILITIES	
Gauss Blaster	24"		ipid re 1	5	-2		1		-	
Abilities:										
Reanimation Protocols			t of acti	on and d		ıffer a	flesh w	odified ro ound. Inst wounds.		
Specialism:	Leader									
Resourceful	As long	•						en, you ga battle rou		ditiona
Experience: 🗆 🗆 🛭]□□ F	Flesh Wo	unds: □ [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	Me	elee	User	0		1	Re-roll fa for t	iiled wou his weap	
Alteres										
ADIIITIES:										
Reanimation		, ,	t of acti	on and d		ıffer a	flesh w	odified ro ound. Inst wounds.		e mode
Reanimation Protocols		ıken oui	t of acti	on and d	oes not si	ıffer a	flesh w	ound. Inst		e mode
Abilities: Reanimation Protocols Specialism: Grizzled	is not ta	nken ou	t of acti to 1 ·	on and d wound re	oes not si emaining	uffer a with n	flesh wo	ound. Inst	ead it is 1	e mode restore
Reanimation Protocols Specialism: Grizzled	is not ta	nken our	t of acti to 1	on and d wound re	oes not si emaining to its Lea unds:	affer a with n	flesh wo o flesh p chara	ound. Inst wounds.	ead it is i nd Nerve New Re	e mode restored tests.
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This	nken our	t of acti to 1	on and d wound re penalties Flesh Wor	oes not si emaining to its Lea unds:	affer a with n	flesh wo o flesh p chara Convales	ound. Inst wounds. cteristic ar	ead it is i nd Nerve New Re	e moderestoree tests. cruit: [
Reanimation Protocols Specialism:	Veteral This	n model i	t of acti to 1	on and d wound re penalties Flesh Wor	oes not si emaining to its Lea unds: Okh	uffer a with n	flesh wo o flesh p chara	ound. Inst wounds. cteristic ar	ead it is in a distribution of the second se	e moderestoree tests. cruit: [
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This	m model i	t of acti to 1	on and dowound respond ties Flesh Wood Nove	oes not si emaining to its Lea unds: okh T	uffer a with n	flesh wo o flesh p chara Convales	cound. Inst wounds.	nd Nerve New Re 10 SV 4+ BILITIES	e mode e mode tests.
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This M 5"	m model i	t of acti to 1	on and d wound re penalties Flesh Wor Nove \$	oes not si emaining to its Lea unds: okh 1 4	uffer a with n	flesh wo of flesh p chara Convales	cteristic ar scence: ID 10 A Re-roll fa	nd Nerve New Re 10 SV 4+ BILITIES	e moderestored tests.
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This M 5" RANGE	m model i	t of actition to 1 signores BS 6+	on and d wound re penalties Flesh Wor Nove \$ 4	oes not si emaining to its Lea unds: okh T 4 AP	uffer a with n	flesh wo of flesh p chara convales A 3	cteristic ar scence: ID 10 A Re-roll fa	nd Nerve New Re 10 SV 4+ BILITIES	e moderestored tests.
Reanimation Protocols Specialism: Grizzled Experience: NAME Flayed One WEAPON Flayer Claws Abilities: Reanimation	Veteral This M 5" RANGE Melee	m model i WS 3+ TY	t of actition to 1 signores BS 6+ (PE elee elee y roll is t of actition to 1 signores)	on and d wound re penalties Flesh Wor Nove \$ 4 User made for on and d	to its Leaunds: okh T AP 0 this mooth	with n dership C W 1	flesh wo flesh p chara Convales A 3 D 1	cound. Inst wounds. cteristic ar scence: 10 A Re-roll fa for t	New Re 10 SV 4+ BILITIES tiled wou his weap	e mode tests. Cruit: [Poin MAX]
Reanimation Protocols Specialism: Grizzled Experience:	Veteral This M 5" RANGE Melee	m model i WS 3+ TY	t of actition to 1 signores BS 6+ (PE elee elee y roll is t of actition to 1 signores)	on and d wound re penalties Flesh Wor Nove \$ 4 User made for on and d	to its Leaunds: okh T AP 0 this mocooes not sto	with n dership C W 1	flesh wo flesh p chara Convales A 3 D 1	cound. Inst wounds. cteristic ar scence: 10 A Re-roll fa for t	New Re 10 SV 4+ BILITIES tiled wou his weap	e moderestored tests. Poin MA)
Reanimation Protocols Specialism: Grizzled Experience: NAME Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols	Veteral This M 5" RANGE Melee When a is not ta	m model i WS 3+ TY Mo	t of actition to 1 signores BS 6+ (PE elee y roll is t of actition to 1 signores	on and d wound re penalties Flesh Wor Nove \$ 4 User made for on and d wound re	oes not signaturing to its Leaunds: okh T AP 0 this mocooes not signaturing	with n dership C W 1	flesh wo of flesh Convales A 3 D 1 an unmflesh wo of flesh rength of flesh	cound. Inst wounds. cteristic ar scence: 10 10 A Re-roll fa for t codified ro bund. Inst wounds.	New Re 10 SV 4+ BILITIES tiled woth his weap Il of 6 th ead it is a	e mode tests. Cruit: [Poin MAX]

			Nov	okh				20	Point
IAME	M	WS E	BS S	Ţ	W	A	LD	SV	MAX
ychguard	5"	3+ 3	5+ 5	5	2	2	10	3+	-
VEAPON	RANGE	TYPE	S	AP		D	A	BILITIES	
Warscythe	Melee	Melee	+2	-4		2		-	
\bilities:									
Guardian Protocols	any fr intercept	iendly moe that hit - t	e a COMMA dels with thi he COMMA chose ll is made for	s ability; o ANDER o suffers a	on a 2+ does no mortal	choose et lose a wound	one of the wound b	ose mode out the m	els to odel you
Reanimation Protocols		ken out of	action and o	loes not sı	uffer a f	lesh wo	ound. Inst		
Specialism:	Combat	:							
Expert Fighter			Add 1 to thi	s model's	Attacks	s charac	cteristic.		
xperience: □□			☐ Flesh Wo	unds: □ [⊐□с	onvales	scence: 🗆	New Re	cruit: 🗆
			Nov	alrh				10	Point
AME	M	WS E	BS S	T T	W	A	LD	SV	MAX
Flayed One	5"		5+ 4	4	1	3	10	4+	IIII
VEAPON	RANGE	ТҮРЕ	S	AP		D		BILITIES	
layer Claws	Melee	Melee		0		1	Re-roll fa		
bilities:								•	
Reanimation Protocols	is not tal	ken out of to	Il is made for action and coordinate of 1 wound r	loes not si emaining	uffer a f	elesh wo	ound. Inst wounds.	ead it is 1	restored
			Nov	okh				10	Point
					W	A	LD	SV	
IAME	M	WS E	33 3	T					MAX
	M 5"		3 S	4	1	3	10	4+	MAX
Flayed One	5"	3+ 6	ó+ 4	4		3		4+	MAX
Flayed One VEAPON	5" RANGE	3+ 6	5+ 4 S	4 AP		3 D	A Re-roll fa	4+ BILITIES	and rolls
Flayed One VEAPON Flayer Claws	5"	3+ 6	5+ 4 S	4		3	A Re-roll fa	4+ BILITIES	and rolls
Flayed One VEAPON Flayer Claws	5" RANGE	3+ 6	5+ 4 S	4 AP		3 D	A Re-roll fa	4+ BILITIES	and rolls
Flayed One VEAPON Flayer Claws Abilities: Reanimation Protocols	5" RANGE Melee	3+ 6 TYPE Melee A Injury rolken out of	5+ 4 S	4 AP 0 r this moduloes not so	1 lel, on a uffer a f	D 1 un unm desh wo	Re-roll fa for t odified ro ound. Inst	4+ BILITIES ailed wou his weap	and rolls on.

				Nove	okh				10	Point
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	3
Flayer Claws	Melee	Me	elee	User	0		1	Re-roll fa	ailed wou this weap	
Abilities:										
Reanimation Protocols		, .	t of acti		oes not su	iffer a	flesh w	odified ro ound. Inst wounds.		
Experience: 🗆 🗆			I□□ F				onvale	scence: 🗆	New Re	ecruit: [
		****		Nove						Point
				e e	T	W	A	LD	SV	MAX
	M	WS	BS	S	Ţ	-		4.0		111717
NAME Flayed One	5"	3+	6+	4	4	1	3	10	4+	
		3+				1	3 D	A	BILITIES	3
Flayed One NEAPON Flayer Claws Abilities: Reanimation	5" RANGE Melee	3+ Me	6+ PE elee y roll is t of actit	4 S User	4 AP 0 this modes not so	el, on a	D 1 an unm flesh we	Re-roll fa for to nodified ro ound. Inst	BILITIES ailed wou this weap	und rolls oon.
Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols	Melee When as is not ta	3+ IY Mo	6+ PE elee vy roll is t of actit to 1 section 1 section 1 section 2 section	4 S User made for on and dowound re	4 AP 0 this mode ones not sumaining	el, on a affer a with n	D 1 an unm flesh wo	Re-roll fa for the codified re- cound. Inst wounds.	BILITIES ailed wou whis weap bill of 6 thread it is	und rolls con. ne model restored
Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols	Melee When as is not ta	3+ IY Mo	6+ PE elee vy roll is t of actit to 1 section 1 section 1 section 2 section	4 S User made for ion and d wound re	4 AP 0 this mode ones not summaining	el, on a affer a with n	D 1 an unm flesh wo	Re-roll fa for the codified re- cound. Inst wounds.	BILITIES ailed woth weap bill of 6 the thread it is	und rolls oon. ne model restored
Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When as is not ta	3+ IY Mo Injury ken out	6+ PE elee y roll is t of actit to 1	S User made for ion and diwound re	4 AP 0 this mode ones not summaining	del, on a liffer a liwith n	D 1 an unm flesh wo oflesh Convales	Re-roll figure for the forth for the following f	BILITIES ailed wou this weap oll of 6 the tead it is	und rolls oon. ne model restored
Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When as is not ta	3+ IY Me Injury ken out	6+ PE elee y roll is t of actit to 1	S User made for fon and diwound re Flesh Wou	4 AP 0 this mode ones not sumaining	lel, on a fifter a lift with n	D 1 an unm flesh wo of lesh Convale:	Re-roll from the count of the c	BILITIES ailed wou this weap bil of 6 th tead it is New Re 16	und rolls oon. ne model restored
Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols Experience:	Melee Melee When as is not ta	3+ TY Mo Injury ken out	6+ PE elee y roll is t of actit to 1. BS 3+	User made for son and diwound reserved. Nove \$ 4	4 AP 0 this mode ones not sumaining sunds: Dokh T 4	del, on a liffer a liwith n	D 1 an unm flesh w o flesh Convales	Re-roll far for the doubt for	BILITIES ailed wou this weap foll of 6 th tread it is New Re 16 SV 3+	bund rolls oon. ne model restored ecruit: Point MAX
Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols Experience:	Melee When as is not ta	3+ TY Mo Injury ken out WS 3+ TY Ra	6+ PE elee y roll is t of actit to 1	S User made for fon and diwound re Flesh Wou	4 AP 0 this mode ones not sumaining	lel, on a fifter a lift with n	D 1 an unm flesh wo of lesh Convale:	Re-roll far for the doubt for	BILITIES ailed wou this weap bil of 6 th tead it is New Re 16	bund rolls oon. ne model restored ecruit: Point MAX
Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols Experience:	Melee Melee When an is not ta	3+ TY Mo Injury ken out WS 3+ TY Ra	6+ PE elee y roll is t of actit to 1 BS 3+ PE pid	User made for son and diwound reserved. Nove S 4	4 AP 0 this mode ones not summaining the summain	lel, on a fifter a lift with n	D 1 an unm flesh w o flesh Convales	Re-roll far for the doubt for	BILITIES ailed wou this weap foll of 6 th tread it is New Re 16 SV 3+	bund rolls oon. ne model restored ecruit: Point MAX

				Nov	okh				12	Poin
IAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Necron	5"	3+	3+	4	4	1	1	10	4+	
Warrior										
VEAPON	RANGE		/PE	S	AP		D	A	BILITIES	
Gauss Flayer	24"		ipid re 1	4	-1		1		-	
Abilities:										
Reanimation Protocols			t of acti	on and d	r this mod loes not si emaining	ıffer a	flesh w	ound. Ins		
xperience: □□ <mark>□</mark>]□ <mark>□</mark> F	lesh Wo Mep	unds: □ [Convale	scence: 🗆		cruit:
IAME	M	WS	BS	S	T	W	A	LD	SV	MA
mmortal	5"	3+	3+	4	4	1	1	10	3+	
/EAPON	RANGE	TY	/PE	S	AP		D	A	BILITIES	
Gauss Blaster	24"		ipid re 1	5	-2		1		-	
	24"		npid re 1	5	-2		1		-	
Abilities:	When a	Fin n Injur	y roll is t	made for	-2 r this mod loes not st emaining	ıffer a	an unm flesh w	ound. Ins		
Abilities: Reanimation Protocols	When a	Fin n Injur	y roll is t	made for	r this mod loes not si	ıffer a	an unm flesh w	ound. Ins		
Abilities: Reanimation Protocols Specialism:	When a is not ta	Fin Injury ken ou	y roll is to 1 v to 1 v model i	made for on and d wound re s on the	r this mod loes not si	affer a with n	an unm flesh w oo flesh not shak	ound. Ins wounds. en, you g	tead it is : ain an ad	restore
Abilities: Reanimation Protocols Specialism: Resourceful	When a is not ta	Find Injury ken our state	y roll is a to 1 v model i	made for on and d wound re s on the ad Point	r this mod loes not so emaining battlefield	affer a with n d and n ginning	an unm flesh wo no flesh not shak g of the	ound. Inst wounds. en, you g battle rou	tead it is a	restore dition:
Abilities: Reanimation Protocols Specialism: Resourceful	When a is not ta	Find Injury ken our state	y roll is a to 1 v model i	made for on and d wound re s on the ad Point	r this moc does not si emaining battlefield at the beg unds:	affer a with n d and n ginning	an unm flesh wo no flesh not shak g of the	ound. Inst wounds. en, you g battle rou	ain an ad and.	ditiona ecruit:
Gauss Blaster Abilities: Reanimation Protocols Specialism: Resourceful Experience:	When a is not ta	Find Injury ken our state	y roll is a to 1 v model i	made for on and d wound re s on the ad Point lesh Wo	r this moc does not si emaining battlefield at the beg unds:	affer a with n d and n ginning	an unm flesh wo no flesh not shak g of the	ound. Inst wounds. en, you g battle rou	ain an ad and.	restore ditiona
Abilities: Reanimation Protocols Specialism: Resourceful Experience:	When a is not ta	Fin Injuryken ou	y roll is at to 1 v to 1 v model i	made for on and d wound re s on the ad Point lesh Wo Mep	r this moc does not si emaining battlefield at the beg unds:	affer a with n	an unm flesh wo no flesh not shak g of the Convale	ound. Ins: wounds. en, you g battle rou scence:	ain an ad und. New Re	ditiona ecruit:
Abilities: Ceanimation Protocols Specialism: Cesourceful Experience:	When a is not ta	Find Injury liken out the same of the same out the same o	y roll is a tof action to 1 v model i	made for on and d wound re s on the ad Point lesh Wo Mep	r this moc does not si emaining battlefield at the beg unds: hrit	affer a with n d and n ginning	an unm flesh we no flesh not shak g of the Convales	en, you gobattle rou	ain an ad and. New Re	ditional ceruit: Poin
Abilities: Ceanimation Protocols Specialism: Cesourceful Experience:	When a is not ta	Find Injury Liken out the state of the state	y roll is a tofaction to 1 v model is command of the command of th	made for on and dewound rest on the ad Point Mep	r this moc does not so emaining battlefield at the beg unds: thrit 4	affer a with n d and n ginning	an unm flesh was of lesh not shak g of the Convales	en, you gebattle rou	ain an adund. New Re 10 SV 4+	dition: ecruit: Poin MA
AME Flayed One JEAPON Leanimation Protocols Specialism: Lesourceful AME Flayed One JEAPON Layer Claws	When a is not ta Leader As long M 5" RANGE	Find Injury Liken out the state of the state	y roll is a tofaction to 1 v model is command. F	made for on and dowound rest on the ad Point Mep Mep 4	r this moc does not so emaining battlefield at the beg unds: I I AP	affer a with n d and n ginning	an unm flesh was of flesh not shak g of the Convale:	en, you gebattle rou	ain an ad and. New Res 10 \$V 4+ ABILITIES ailed wor	dition: ecruit: Poin MA
Reanimation Protocols Specialism: Resourceful Experience: Flayed One JEAPON Layer Claws Abilities: Reanimation	When a is not ta Leader As long M 5" RANGE Melee	Find Injury ken out the state of the state o	y roll is t to faction to 1 v model i Comman	made for on and dowound rest on the ad Point lesh Wo Mep S User	r this moc does not so emaining battlefield at the beg unds: I I AP	with n d and n d inning W 1	an unm flesh was of flesh not shak g of the Convales A 3 D 1	en, you gobattle rou scence: 10 10 Re-roll for the cound. Institute in the cound.	ain an ad and. New Res 10 SV 4+ ABILITIES ailed worthis weap	Point MA
Abilities: Reanimation Protocols Specialism: Resourceful experience:	When a is not ta Leader As long M 5" RANGE Melee	Find Injury ken out the state of the state o	y roll is t to faction to 1 v model i Comman	made for on and dowound rest on the ad Point lesh Wo Mep S User	r this mocdoes not sign at the begunds:	with n d and n d inning W 1	an unm flesh was of flesh not shak g of the Convales A 3 D 1	en, you gobattle rou scence: 10 10 Re-roll for the cound. Institute in the cound.	ain an ad and. New Res 10 SV 4+ ABILITIES ailed worthis weap	Point MAZ

				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	T	YPE	S	AP		D	A	BILITIES	
Flayer Claws	Melee	М	lelee	User	0		1	Re-roll fa for t	ailed wou his weap	
Abilities:										
Reanimation Protocols			it of act	ion and c	r this mod loes not si emaining	ıffer a	flesh wo	ound. Inst		
Specialism:	Zealot									
Frenzied	You	an add	l 1 to th		s Attacks d in whicl		_		stics in a	battle
Experience: 🗆 🗆 🛭] [[]	Flesh Wo	unds: □ [Convales	cence: 🗆	New Re	cruit:
				Мер	hrit				16	Poin
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	3+	
WEAPON	RANGE	T	YPE	S	AP		D	A	BILITIES	
G 71		n	. 1							
	24"		apid ire 1	5	-2		1		-	
Abilities:		Fi	ire 1		-2	el, on		odified ro	oll of 6 th	e mod
Abilities:	When a	Fi n Injur	ry roll is	made for		ıffer a	an unm flesh wo	ound. Inst		
	When a	Fi n Injur lken ou	ry roll is	made for	r this mod loes not si	ıffer a	an unm flesh wo	ound. Inst		
Abilities: Reanimation Protocols	When a is not ta	Fi n Injur kken ou per Sh	ry roll is to 1 to 1	made for ion and c wound r ohase, if t team with	r this mode loes not st emaining this mode hin 6" of t	affer a with r is not his mo	an unm flesh wo no flesh v	ound. Inst wounds. when yo hoot, you	tead it is i	restore
Abilities: Reanimation Protocols Specialism:	When a is not ta	Fi n Injur ken ou per Sh from yo	ry roll is tt of act to 1 ooting p	made for ion and c wound r phase, if t team with	r this mode	uffer a with r is not his mo	an unm flesh wo o flesh v shaken odel to si this phas	ound. Inst wounds. when yo hoot, you	ead it is i u pick ar can add	nother
Abilities: Reanimation Protocols Specialism: Scanner	When a is not ta	Fi n Injur ken ou per Sh from yo	ry roll is tt of act to 1 ooting p	made for ion and c wound r phase, if t team with rolls fo Flesh Wo	r this moce loes not so emaining this mode hin 6" of t r that mo unds: I	uffer a with r is not his mo	an unm flesh wo o flesh v shaken odel to si this phas	ound. Inst wounds. when yo hoot, you	u pick ar can add New Re	restore other 1 to hi
Abilities: Reanimation Protocols Specialism: Scanner	When a is not ta	Fi n Injur ken ou per Sh from yo	ry roll is tt of act to 1 ooting p	made for ion and c wound r phase, if t team with	r this moce loes not so emaining this mode hin 6" of t r that mo unds: I	uffer a with r is not his mo	an unm flesh wo o flesh v shaken odel to si this phas	ound. Inst wounds. when yo hoot, you	u pick ar can add New Re	nother 1 to hi
Abilities: Reanimation Protocols Specialism: Scanner Experience:	When a is not ta	Fin Injuration Injuration of the Injuration of t	ry roll is at of act to 1 cooting pour kill	made for ion and c wound r bhase, if t team with rolls fo Flesh Wo	r this moce loes not so emaining this mode hin 6" of t r that mo unds: I	iffer a with r	an unm flesh wo o flesh v shaken, odel to si this phas Convales	ound. Inst wounds. when yo hoot, you se.	u pick ar can add New Re	nother 1 to hi cruit:
Abilities: Reanimation Protocols Specialism: Scanner Experience:	When a is not ta	Fin Injuration of the second o	ry roll is to fact to 1	made for ion and construction wound repeated by the polaries of the polaries for the polaries would be polaries for the polar	r this moce loes not so emaining whis mode thin 6" of the result of the	iffer a with not lis not his model in the C	an unm flesh wo to flesh v shaken, odel to si this phase Convales	wound. Inst wounds. when you hoot, you se. cence:	u pick ar can add New Re	nother 1 to hi cruit: Poin MA
Abilities: Reanimation Protocols Specialism: Scanner Experience:	When a is not ta	Fin Injuration of the Injurati	ry roll is to 1 cooting pour kill BS 3+	made for ion and cowound responses, if the team with rolls for Flesh Wo	r this moceloes not sign emaining whis mode hin 6" of treatment that mounds:	iffer a with not lis not his model in the C	an unm flesh wo of flesh v shaken, odel to si this phase Convales	wound. Inst wounds. when you hoot, you se. cence:	u pick ar can add New Re 16 SV 3+	nother 1 to h
Abilities: Reanimation Protocols Specialism: Scanner Experience:	When a is not ta Comms Once model f	Fin Injuration of the Injurati	ry roll is to 1 cooting pour kill BS 3+	made for ion and cowound rubhase, if the team with rolls for Mep S 4 S	r this moceloes not siemaining this mode hin 6" of tr that mounds:	iffer a with not lis not his model in the C	an unm flesh we to flesh v shaken, odel to si this phase Convales	wound. Inst wounds. when you hoot, you se. cence:	u pick ar can add New Re 16 SV 3+	nother 1 to h
Abilities: Reanimation Protocols Specialism: Scanner Experience: IMME Immortal WEAPON Gauss Blaster Abilities: Reanimation	When a is not ta Comms Once model is M 5" RANGE 24"	Fin Injuration of Financial Injuration Injur	ry roll is to fact to 1 ooting pour kill BS 3+ YPE apid ire 1	made for ion and cowound rephase, if the team with rolls for Mep S 4 S made for ion and command co	r this moceloes not siemaining this mode hin 6" of tr that mounds:	with r is not his mot del in t	an unm flesh wo to flesh v shaken, odel to si this phase Convales 1 1 an unm flesh wo	when you hoot, you se. LD 10 A	u pick ar can add New Re 16 SV 3+ BILITIES	nother 1 to hi
Abilities: Reanimation Protocols Specialism: Scanner Experience:	When a is not ta Comms Once model is M 5" RANGE 24"	Fin Injuration of Financial Injuration Injur	ry roll is to fact to 1 ooting pour kill BS 3+ YPE apid ire 1	made for ion and cowound rephase, if the team with rolls for Mep S 4 S made for ion and command co	this mode this mode this mode thin 6" of the tribute of	with r is not his mot del in t	an unm flesh wo to flesh v shaken, odel to si this phase Convales 1 1 an unm flesh wo	when you hoot, you se. LD 10 A	u pick ar can add New Re 16 SV 3+ BILITIES	nother 1 to hi
Abilities: Reanimation Protocols Specialism: Scanner Experience: □□□ NAME Immortal NEAPON Gauss Blaster Abilities: Reanimation	When a is not ta Comms Once model is M 5" RANGE 24"	Fin Injuration of Financial Injuration Injur	ry roll is to fact to 1 ooting pour kill BS 3+ YPE apid ire 1	made for ion and cowound rephase, if the team with rolls for Mep S 4 S made for ion and command co	this mode this mode this mode thin 6" of the tribute of	with r is not his mot del in t	an unm flesh wo to flesh v shaken, odel to si this phase Convales 1 1 an unm flesh wo	when you hoot, you se. LD 10 A	u pick ar can add New Re 16 SV 3+ BILITIES	nother 1 to hi

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IAME	M	WS	BS	S	T	W	A	LD	SV	M
mmortal	5"	3+	3+	4	4	1	1	10	3+	
VEAPON	RANGE	T	YPE	S	AP		D	A	BILITIES	
Gauss Blaster	24"		apid ire 1	5	-2		1		-	
Abilities:										
Reanimation Protocols		,	it of acti	on and d		ıffer a	flesh w	odified ro ound. Ins wounds.		
sperience: 🗆 🗆 🖸			□□ F	lesh Wo	unds: □ [] [Convale	scence: □	New Re	cruit
				Мер	hrit				16	Poi
IAME	M	WS	BS	S	Ţ	W	A	LD	SV	M
mmortal	5"	3+	3+	4	4	1	1	10	3+	
VEAPON	RANGE	Ţ	YPE	S	AP		D	A	BILITIES	
								E . 1.	1:0 1	hie.
Cesla Carbine	24"	Ass	ault 2	5	0		1	of 6 wi	modified th this we uses 3 hit	eapo
Cesla Carbine	24"	Ass	sault 2	5	0		1	of 6 wi	th this we	eapo
	When a	n Injur	ry roll is it of acti	made foi on and d	this mod	ıffer a	an unm flesh w	of 6 wi ca nodified ro ound. Ins	th this we uses 3 hits oll of 6 the	eapo s.
Abilities:	When a is not ta	n Injur ken ou	ry roll is it of acti to 1 '	made for on and d wound r	this mod loes not su emaining	affer a with r	an unn flesh w no flesh	of 6 wi ca nodified ro ound. Ins wounds.	th this we uses 3 hits oll of 6 the tead it is r	eapo
Abilities: Reanimation Protocols	When a is not ta	n Injur ken ou	ry roll is it of acti to 1 '	made for on and d wound r	this mod loes not su emaining unds: [affer a with r	an unn flesh w no flesh	of 6 wi ca nodified ro ound. Ins wounds.	th this we uses 3 hits oll of 6 the tead it is r	eapo
Abilities: Reanimation Protocols	When a is not ta	n Injur ken ou	ry roll is it of acti to 1 '	made for on and d wound re	this mod loes not su emaining unds: [affer a with r	an unn flesh w no flesh	of 6 wi ca nodified ro ound. Ins wounds.	th this we uses 3 hits bill of 6 the tead it is r	eapo
Abilities: Reanimation Protocols	When a is not ta	n Injur ken ou	ry roll is it of acti to 1 v	made foi on and d wound re Elesh Wo Mep	this modeloes not suemaining unds:	affer a	an unm flesh w no flesh Convale	of 6 wi ca nodified ro nound. Inst wounds.	th this we uses 3 hits bill of 6 the tead it is r	eapo
Abilities: Reanimation Protocols Experience:	When a is not ta	n Injumken ou	ry roll is to facti to 1 '	made for on and d wound re lesh Wo Mep	r this modoes not so loes not so emaining unds: I	uffer a with r	an unm flesh w no flesh Convale	of 6 wica	th this we uses 3 hits bill of 6 the tead it is r	eapo
Abilities: Reanimation Protocols Experience:	When a is not ta	n Injur ken ou WS 3+	ry roll is to 1 v to 1 v	made for on and dowound reference would be seen as the	this modoloes not suemaining unds: hrit 1	uffer a with r	an unm flesh w no flesh Convale	of 6 wica	th this we uses 3 hits old of 6 the tead it is read it	eapo
Abilities: Reanimation Protocols Experience:	When a is not ta	n Injur ken ou WS 3+	ry roll is at of acti to 1 v	made for on and dowound reliesh Wo	this modoes not suemaining unds: I AP	uffer a with r	an unm flesh who flesh Convale	of 6 wica	th this we uses 3 hits old of 6 the tead it is read it	eapo

NAME	М	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	
Rod of covenant - ranged	12"	Assa	ult 1	5	-3		1		-	
Rod of covenant - melee	Melee	Ме	elee	User	-3		1		-	
Rod of covenant			cs or fir	ed as a rai ing Overv combat at	vatch, us	e the ra	nged pr	ofile; who		
Abilities:										
A Purpose Unshakeable			This	s model at	ıtomatic	ally pas	ses Nerv	e tests.		
Reanimation Protocols		When an Injury roll is made for this model, on an unmodified roll of 6 is not taken out of action and does not suffer a flesh wound. Instead it to 1 wound remaining with no flesh wounds.								
Experience: $\Box\Box$				lesh Wou					New Re	cruit: 🗆

		Mephrit								
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	
WEAPON	RANGE	TY	'PE	S	AP		D	A	BILITIES	
Gauss Flayer	24"	Ra Fir	pid e 1	4	-1		1			

Abilities:

Reanimation	When an Injury roll is made for this model, on an unmodified roll of 6 the model
Protocols	is not taken out of action and does not suffer a flesh wound. Instead it is restored
riotocois	to 1 wound remaining with no flesh wounds.

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