COMMAND ROSTER

Name	Model Type	Wargear	Exp	Specialism/Abilities	Demeanour	Pts
	Immortal	Gauss Blaster,		Leader, Novokh, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Leader, Mephrit, Reanimation Protocols,		16
	Flayed One	Flayer Claws,		Zealot, Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Combat, Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Zealot, Mephrit, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Combat, Mephrit, Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Comms, Novokh, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Comms, Mephrit, Reanimation Protocols,		16
	Flayed One	Flayer Claws,		Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Mephrit, Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Novokh, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Novokh, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Mephrit, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Mephrit, Reanimation Protocols,		16
	Lychguard	Hyperphase sword, Dispersion shield,		Novokh, Guardian Protocols, Reanimation Protocols,		25
	Triarch Praetorian	Rod of covenant - ranged, Rod of covenant - melee, Rod of covenant,		A Purpose Unshakeable, Reanimation Protocols,		26
	Necron Warrior	Gauss Flayer,		Novokh, Reanimation Protocols,		12
	Necron Warrior	Gauss Flayer,		Reanimation Protocols,		12
	Necron Warrior	Gauss Flayer,		Novokh, Reanimation Protocols,		12
	Necron Warrior	Gauss Flayer,		Mephrit, Reanimation Protocols,		12

		" 3+ 3+ 4 4 1 1 10 3+ ange Type S AP D Abilities Rapid								Points			
Name	М	W:	S BS	S	Т	W	Α	Ld	Sv	Max			
Immortal	5"	3+	+ 3+	4	4	1	1	10	3+				
Weapon	Rang	je	Type	pe S AP D				Abilities					
Gauss Blaster	24"	Ranid											
Reanimation Protocols	of 6	the	Injury ro model is nd. Inste	not tak ad it is	en out	of acted to 1	ion ar wour	nd does	not su	ffer a			
Specialism	Leade	er											
Resourceful	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.												

				Mepl	nrit					16	Points	
М	٧	VS	BS	S	Т	W	Α	L	d	Sv	Max	
5"	3	+	3+	4	4	1	1	10	0	3+		
Rang	e	Тур	е	S	AP		D		Α	bilities		
24"	Ranid											
of 6	the	mod	el is	not tal	ken out	of ac	tion a	and do	oes	not su	ffer a	
Leade	er											
	As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.											
	5" Rang 24" When of 6 flesh Leade	5" 3 Range 24" When an of 6 the flesh work Leader As long	5" 3+ Range Typ 24" Rap Fire When an Injur of 6 the mod flesh wound. I Leader As long as the	5" 3+ 3+ Range Type 24" Rapid Fire 1 When an Injury ro of 6 the model is flesh wound. Inste	M WS BS S 5" 3+ 3+ 4 Range Type S 24" Rapid Fire 1 5 When an Injury roll is ma of 6 the model is not talflesh wound. Instead it is Leader As long as this model is	5" 3+ 3+ 4 4 Range Type S AP 24" Rapid Fire 1 5 -2 When an Injury roll is made for to of 6 the model is not taken out flesh wound. Instead it is restore flesh v Leader As long as this model is on the gain an additional Comman.	M WS BS S T W 5" 3+ 3+ 4 4 1 Range Type S AP 24" Rapid Fire 1 5 -2 When an Injury roll is made for this m of 6 the model is not taken out of ac flesh wound. Instead it is restored to flesh wound Leader As long as this model is on the battl gain an additional Command Point	M WS BS S T W A 5" 3+ 3+ 4 4 1 1 Range Type S AP D 24" Rapid Fire 1 5 -2 1 When an Injury roll is made for this model of 6 the model is not taken out of action of lesh wound. Instead it is restored to 1 wordlesh wounds. Leader As long as this model is on the battlefield gain an additional Command Point at the state of the state of the leader.	M WS BS S T W A L 5" 3+ 3+ 4 4 1 1 1 1 Range Type S AP D 24" Rapid Fire 1 5 -2 1 When an Injury roll is made for this model, on ar of 6 the model is not taken out of action and do flesh wound. Instead it is restored to 1 wound reflesh wounds. Leader As long as this model is on the battlefield and gain an additional Command Point at the be	M WS BS S T W A Ld 5" 3+ 3+ 4 4 1 1 1 10 Range Type S AP D A 24" Rapid Fire 1 5 -2 1 When an Injury roll is made for this model, on an ur of 6 the model is not taken out of action and does flesh wound. Instead it is restored to 1 wound remarked flesh wounds. Leader As long as this model is on the battlefield and not gain an additional Command Point at the beginn	M WS BS S T W A Ld Sv 5" 3+ 3+ 4 4 1 1 1 10 3+ Range Type S AP D Abilities 24" Rapid Fire 1 5 -2 1 - When an Injury roll is made for this model, on an unmodif of 6 the model is not taken out of action and does not su flesh wound. Instead it is restored to 1 wound remaining with the first model is on the battlefield and not shake gain an additional Command Point at the beginning of	

				Novo	kh				10	Points			
Name	М	W	S BS	S	Т	W	Α	Ld	Sv	Max			
Flayed One	5"	3	+ 6+	4	4	1	3	10	4+				
Weapon	Rang	e	Type	S	AP		D	P	bilities				
Flayer Claws	Mele	rolls for this weapon.											
Reanimation Protocols	of 6	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	Zealo	t											
Frenzied		You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.											

					Novol	kh						10) Points
Name	М	V	/S	BS	S	Т	١	W	Α		Ld	Sv	Max
Flayed One	3 3 3			6+	4	4		1	3		10	4+	
Weapon	Rang	e	Ту	ре	S	AP D)		Α	bilities	
Flayer Claws	Mele	Melee Melee User 0 1 Re-roll failed rolls for this											
Reanimation Protocols	of 6	the	mo	del is	ll is mad not tak ad it is i	en ou	t of ed	f act to 1	ion a	anc	d does	not su	ıffer a
Specialism	Comb	Combat											
Expert Fighter	Add 1 to this model's Attacks character								acteris	stic.			

				Meph	rit				10) Points
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
Weapon	Rang	e	Туре	S	S AP			Abilities		
Flayer Claws	Mele	e N	Melee	User	0		1		failed w	
Reanimation Protocols	of 6	the n	nodel is	ll is mad not tak ead it is	en out	of ac	tion a	and doe	s not su	ıffer a
Specialism	Zealot									
Frenzied				dd 1 to t ics in a b					_	

					Mepl	nrit						10	Points
Name	М	٧	VS	BS	S	Т		W	Α		Ld	Sv	Max
Flayed One	5"	3	}+	6+	4	4		1	3		10	4+	
Weapon	Rang	e	Ту	/pe	S		٩P		D		Α	bilities	
Flayer Claws	Mele	Melee Melee User 0 1 Re-roll fa											
Reanimation Protocols	of 6	the	mc	odel is	ll is ma not tal ead it is	cen c	out ore	of act	tion a	and	does	not su	ffer a
Specialism	Comb	oat											
Expert Fighter		Add 1 to this model's Attacks characteristic.											

				Novo	kh				16	Points		
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max		
Immortal	5"	3+	3+	4	4	1	1	10	3+			
Weapon	Rang	e	Туре	S	AP		O	A	bilities			
Gauss Blaster	24"	Ranid										
Reanimation Protocols	of 6	the n	njury ro nodel is nd. Inste	not tak ad it is	en out	of acted to 1	ion ar	nd does	not su	ffer a		
Specialism	Comr	ns										
Scanner	pick	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 hit rolls for that model in this phase.										

				Meph	nrit				16	Points
Name	М	W	S BS	S	Т	W	Α	Ld	Sv	Max
Immortal	5"	3+	+ 3+	4	4	1	1	10	3+	
Weapon	Rang	e	Type	S	AP	ı		Α	bilities	
Gauss Blaster	24"		Rapid Fire 1	5	-2		1		-	
Reanimation Protocols	of 6	the	Injury ro model is nd. Inste	not tak ad it is	ken out	of acted to 1	ion ar	nd does	not su	ffer a
Specialism	Comn	ns								
Scanner	pick	and	r Shootir other mo c, you car	del fro	m your	kill te	am wi	thin 6" (of this i	model

				Novo	kh				10) Points
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
Weapon	Rang	е Т	ype	S	AP		D	A	bilities	
Flayer Claws	Mele	e M	elee	User	0		1	Re-roll rolls for		
Reanimation Protocols	of 6	the m	odel is	not tak ead it is	en ou	t of ac	tion a	on an ui and does und rema	not su	iffer a

				Meph	rit				10	Points		
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max		
Flayed One	5"	3+	6+	4	4	1	3	10	4+			
Weapon	Rang	Range Type S AP D Abilities										
Flayer Claws	Melee Melee User 0 1 Re-roll failed wour rolls for this weapon											
Reanimation Protocols	of 6	the mo	odel is	not tak ad it is	en out	of act ed to 1	ion a	on an ur ind does ind rema	not su	ffer a		

				Novo	kh				16	Points
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max
Immortal	5"	3+	3+	4	4	1	1	10	3+	
Weapon	Rang	ge	Туре	S	AP	ı)	A	bilities	
Gauss Blaster	24"		Rapid Fire 1	5	-2		1		-	
Reanimation Protocols	of 6	the n	nodel is	ll is mad not tak ead it is	en ou	t of act ed to 1	ion ar	nd does	not su	ffer a

				Novo	kh				16	Points	
Name	М	W:	S BS	S	Т	W	Α	Ld	Sv	Max	
Immortal	5"	3+	+ 3+	4	4	1	1	10	3+		
Weapon	Rang	e	Type	S	AP		D	A	bilities		
Gauss Blaster	24"		Rapid Fire 1	5	-2		1	-			
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.											

Mephrit 16 Points												
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max		
Immortal	5"	3+	3+	4	4	1	1	10	3+			
Weapon	Rang	e T	ype	S	AP	I		Abilities				
Gauss Blaster	24"		apid ire 1	5	-2	,	l	-				
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.												

	Mephrit 16 Points												
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max			
Immortal	5"	3+	3+	4	4	1	1	10	3+				
Weapon	Rang	e	Туре	S	AP		D	Abilities					
Gauss Blaster	24"		Rapid Fire 1	5	-2		1	-					
When an Injury roll is made for this model, on an unmodified roll 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.													

	Novokh 25 Points												
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max			
Lychguard	5"	5" 3+		5	5	2	2	10	3+	-			
Weapon	Range Ty		Type S		AP		D	Abilities					
Hyperphase sword	Mele	e M	Melee +1 -3 1			-							
Dispersion shield	A m	A model with a dispersion shield has a 4+ invulnerable save.											
Guardian Protocols	are	withii choos	n 3" of e one	me a CC any frie of those es not l suffe	ndly mede	nodels els to in vound	with nterce but t	this abi pt that he mod	lity; on hit - th	a 2+ e			
Reanimation Protocols	When an Injury roll is made for this model, on an unmodified roof 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 rounds.								iffer a				

	26 Points											
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max		
Triarch Praetorian	10"	3+	3+	5	5	2	2	10	3+	-		
Weapon	Range		ype	S	AP		D	Abilities				
Rod of covenant - ranged	12"	As	sault 1	5	-3		1	-				
Rod of covenant - melee	Mele	e M	elee	User	-3		1	-				
Rod of covenant	weapo	on. Wh	en m	aking sh e; when	ooting	g attac ng clos	cks or se co	firing	and a m Overwat ttacks, u	ch, use		
A Purpose Unshakeable		Th	is mo	del auto	matic	ally pa	asses	Nerve	tests.			
Reanimation Protocols	of 61	he mo	odel is	not tak ad it is i	en out	of ac	tion a 1 wou	and do	unmodit es not su maining v	ıffer a		

		Novokh 12 Points											
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max			
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+				
Weapon	Rang	e T	ype	S	AP			Abilities					
Gauss Flayer	24"		apid re 1	4	-1	,	l	-					
Reanimation Protocols	of 6	the m	odel is	not tak ad it is	en out	of acted to 1	ion ar wour	on an ur nd does nd rema	not su	ıffer a			

Novokh 12 Points													
Name	M WS		BS	S	Т	W	Α	Ld	Sv	Max			
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+				
Weapon	Rang	je T	уре	S	AP			Abilities					
Gauss Flayer	/4		apid ire 1	4	-1	1		-					
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												

	Mephrit 12 Poir													
Name	М	WS	BS	S	Т	W	Α	Ld	Sv	Max				
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+					
Weapon	Rang	Range Typ		S	AP		D	Abilities		,				
Gauss Flayer	24"		apid ire 1	4	-1		1							
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.														