	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	RANGE TYPE		S	AP		D	ABILITIES			
Gauss Blaster	24"	Rap Fir		5	-2		1		-		
Abilities:											
Reanimation Protocols		, .	of actio	on and do		ffer a f	lesh wo	odified ro ound. Inst wounds.			
Specialism:	Leader										
Resourceful	As long							en, you ga battle rour		ditiona	
Experience: 🗆 🗆 🛭			□□ F	lesh Wot	ands: □		Convale	scence: 🗆	New Re	ecruit: [
				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	TYI	PE	S	AP		D	A	BILITIES	,	
Flayer Claws	Melee Melee		elee	User	0) 1		Re-roll failed wound rol for this weapon.			
								for t	his weap	on.	
Abilities:								for ti	his weap	on.	
Reanimation		, ,	of actio	on and do		ffer a f	lesh wo	odified ro ound. Inst	oll of 6 th	ne mod	
Reanimation Protocols		, ,	of actio	on and do	oes not su	ffer a f	lesh wo	odified ro ound. Inst	oll of 6 th	ne mod	
Abilities: Reanimation Protocols Specialism: Frenzied	is not ta	ken out	of action to 1 w	on and do vound re odel's At	oes not su maining	ffer a f with no	lesh wo o flesh gth char	odified ro ound. Inst	oll of 6 the	ne mod restorec	
Reanimation Protocols Specialism: Frenzied	is not ta Zealot You can	ken out	to 1 w	on and do vound re odel's At in	nes not su maining ttacks and which th	ffer a f with no Streng ey char	lesh wo o flesh gth char ged.	odified ro ound. Inst wounds.	oll of 6 thead it is a	ne mod restorec	
Reanimation Protocols Specialism:	is not ta Zealot You can	ken out	to 1 w	on and do vound re odel's At in	nes not su maining ttacks and which th ands:	ffer a f with no Streng ey char	lesh wo o flesh gth char ged.	nodified ro ound. Inst wounds.	oll of 6 the read it is a in a batt	ne mod restorec	
Reanimation Protocols Specialism: Frenzied	is not ta Zealot You can	ken out	to 1 w	on and do vound re odel's At in lesh Wou	nes not su maining ttacks and which th ands:	ffer a f with no Streng ey char	lesh wo o flesh gth char ged.	nodified ro ound. Inst wounds.	oll of 6 the read it is a in a batt	ne mod restorec le roun ecruit: [
Reanimation Protocols Specialism: Frenzied Experience:	is not ta	ken out	of action to 1 w	on and do vound re odel's At in lesh Wou	nes not su maining ttacks and which th unds:	ffer a f with no Streng ey char	lesh wo o flesh gth char ged. Convale	odified repund. Inst wounds. racteristics scence:	oll of 6 the ead it is r in a batt New Re	ne mod- restored le roun ecruit: [
Reanimation Protocols Specialism: Frenzied Experience:	Zealot You can	add 1 to	to 1 w this m	on and dowound re odel's At in lesh Wou	es not su maining ttacks and which th unds:	ffer a f with no Streng ey char	lesh wo o flesh gth char ged. Convale	nodified repund. Inst wounds. racteristics scence:	oll of 6 theead it is so in a batt New Re 10	ne moderestored	
Reanimation Protocols Specialism: Frenzied Experience:	Zealot You can M 5"	ws 3+	to 1 w this m	on and do vound re odel's At in lesh Wou Mep	ttacks and which thunds:	ffer a f with no Streng ey char	gth charged. Convale	andified repund. Instruction wounds. racteristics scence: LD 10 A Re-roll fa	in a batt New Re 10 SV 4+ BILITIES	ne mod restored le roun ecruit: [Point MAX	
Reanimation Protocols Specialism: Frenzied Experience:	Zealot You can M 5" RANGE	ws 3+	of action to 1 who this many parties of the second	on and do vound re odel's At in lesh Wou Mep \$	ttacks and which thunds:	ffer a f with no Streng ey char	gth charged. Convale	andified repund. Instruction wounds. racteristics scence: LD 10 A Re-roll fa	in a batt New Re 10 SV 4+ BILITIES	ne moderestored le roun ecruit: [Point MAX	
Reanimation Protocols Specialism: Frenzied Experience:	Zealot You can M 5" RANGE Melee	ws 3+ TYI Me	of action to 1 who this many of this many of the series of action of action of action of action to 1 who the series of action	on and do vound re odel's At in lesh Woo Mep \$ User made for on and do	ttacks and which the unds:	Strengey char W 1	gth charged. Convale A 3 D 1	LD Re-roll fa for the cound. Inst	in a batt New Re 10 SV 4+ BILITIES illed wou his weap	Point MAX and role on.	
Reanimation Protocols Specialism: Frenzied Experience: Flayed One WEAPON Flayer Claws Abilities: Reanimation	Zealot You can M 5" RANGE Melee	ws 3+ TYI Mo	of action to 1 who this many of this many of the series of action of action of action of action to 1 who the series of action	on and do vound re odel's At in lesh Woo Mep \$ User made for on and do	ttacks and which the unds: Hrit T 4 AP 0 this modes not su	Strengey char W 1	gth charged. Convale A 3 D 1	LD Re-roll fa for the cound. Inst	in a batt New Re 10 SV 4+ BILITIES illed wou his weap	Point MAX and role on.	
Reanimation Protocols Specialism: Frenzied Experience: NAME Flayed One WEAPON Flayer Claws Abilities: Reanimation Protocols	Zealot You can M 5" RANGE Melee	ws 3+ TYI Mo	of action to 1 white months in the second action to 1 white months in	on and do vound revound revo	ttacks and which the unds: Hrit T 4 AP 0 this modes not su	Strengey char W 1 lel, on a ffer a f with no	gth charged. Convale A 3 D 1	LD Re-roll fa for the cound. Inst wounds.	in a batt New Re 10 SV 4+ BILITIES illed wou his weap	Point MAX and role on.	

				Мер	hrit				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		ABILITIES	
Gauss Blaster	24"		pid re 1	5	-2		1		-	
Abilities:										
Reanimation Protocols			t of acti		oes not su	ffer a f	lesh w	nodified r ound. Ins wounds.		
Specialism:	Comms	;			C					
Scanner		•	٠.	team wit		this m	odel to	i, when yo shoot, you	•	
Experience: 🗆 🗆 🗆] 🗆 🗆 I	Flesh Wo	ınds: □		Convale	scence:	l New Re	cruit: [
									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		ABILITIES	
Flayer Claws	3.6.1									
rayer Graves	Melee	M	elee	User	0		1		ailed wou this weap	
Abilities:	Melee	M	elee	User	0		1			
·	When ar	ı Injury	y roll is t of acti	made for	this mod	ffer a f	an unn Iesh w	for nodified r ound. Ins	this weap	on. e mode
Abilities: Reanimation	When ar	ı Injury	y roll is t of acti	made for on and do	this mod	ffer a f	an unn Iesh w	for nodified r ound. Ins	this weap	on. e mode
Abilities: Reanimation	When ar	ı İnjury ken out	y roll is t of acti to 1 v	made for on and do wound re	this modes on the sum of the sum	ffer a f with n	an unn lesh w o flesh	for nodified r ound. Ins wounds.	this weap roll of 6 th tead it is 1	on. e mode restored
Abilities: Reanimation Protocols	When ar	ı İnjury ken out	y roll is t of acti to 1 v	made for on and do wound re	this modes on the sum of the sum	ffer a f with n	an unn lesh w o flesh	for nodified r ound. Ins wounds.	this weap roll of 6 th tead it is 1	on. e mode restored
Abilities: Reanimation Protocols	When ar	ı İnjury ken out	y roll is t of acti to 1 v	made for on and do wound re	this modes on the sum of the sum	ffer a f with n	an unn lesh w o flesh	for nodified r ound. Ins wounds.	this weap roll of 6 th tead it is 1	on. e mode restored
Abilities: Reanimation Protocols Experience:	When ar is not ta	Injury	y roll is t of acti to 1 v	made for on and do wound re	this moc oes not su maining unds:	ffer a f with n	an unn lesh w o flesh Convale	for nodified round. Inswounds.	this weap roll of 6 th tead it is 1 New Re	on. e mode restored cruit: Point
Abilities: Reanimation Protocols Experience:	When ar is not ta	MS 3+	y roll is t of actito to 1 v	made for on and do wound re Flesh Woo	this moces not su maining	ffer a f with n	an unn lesh w o flesh Convale	for nodified round. Inswounds.	this weap roll of 6 th tead it is 1 New Re 16 SV	on. e mode cruit: Point MAX
Abilities: Reanimation Protocols Experience:	When ar is not ta	WS 3+ TY	y roll is t of actito to 1 y	made for on and do wound re Flesh Woo	this moc oes not su maining	ffer a f with n	an unn lesh w o flesh Convalo	for nodified round. Inswounds.	this weap roll of 6 th tead it is 1 New Re 16 SV 3+	on. e mode cruit: Point MAX
Abilities: Reanimation Protocols Experience:	When ar is not ta	WS 3+ TY	y roll is t of acti to 1 v	made for on and do wound re	this moc bes not su maining	ffer a f with n	an unn lesh w o flesh Convale	for nodified round. Inswounds.	this weap roll of 6 th tead it is 1 New Re 16 SV 3+	on. e mode cestored cruit: Point MAX

								20 Poin				
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Lychguard	5"	3+	3+	5	5	2	2	10	3+	-		
WEAPON	RANGE	RANGE TYPE		S	AP		D	ABILITIES				
Warscythe	Melee	M	lelee	+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:												