COMMAND ROSTER

Name	Model Type	Wargear	Exp	Specialism/Abilities	Demeanour	Pts
	Immortal	Gauss Blaster,		Resourceful, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Resourceful, Reanimation Protocols,		16
	Flayed One	Flayer Claws,		Frenzied, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Expert Fighter, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Frenzied, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Expert Fighter, Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Scanner, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Scanner, Reanimation Protocols,		16
	Flayed One	Flayer Claws,		Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Reanimation Protocols,		16
	Lychguard	Hyperphase sword, Dispersion shield,		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,		Reanimation Protocols,		12
	Necron Warrior	Gauss Flayer,		Reanimation Protocols,		12
	Necron Warrior	Gauss Flayer,		Reanimation Protocols,		12
	Necron Warrior	Gauss Flayer,		Reanimation Protocols,		12

									1	6 Points	
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max	
Immortal	5"	3+	3+	4	4	1	1	10	3+		
Weapon	Rang	e T	ype	S	AP	I		P	bilities		
Gauss Blaster	24"		ipid re 1	5	-2	1	L		-		
Reanimation Protocols	the m	odel is	not tak	en out o	of action	n and d	oes no	n unmo t suffer a th no fle	a flesh v	vound.	
Specialism					Le	ader					
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.										

									1	6 Points
Name	M	WS	BS	S	T	W	Α	Ld	Sv	Max
Immortal	5" 3+ 3+ 4 4 1 1 10 3+									
Weapon	Range Type S AP D Abilities									
Gauss Blaster	24"		apid re 1	5	-2		1		-	
Reanimation Protocols	the m	odel is	not tak	ken out c	of action	n and d	oes no	an unmoo ot suffer a ith no fle	a flesh v	vound.
Specialism					Le	ader				
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.									

									1	0 Points	
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max	
Flayed One	5"	3+	6+	4	4	1	3	10	4+		
Weapon	Rang	e T	ype	S	AP		D	1	Abilities		
Flayer Claws	Mele	e M	elee	User	0		1		l failed v		
Reanimation Protocols	the m	odel is	not tal	ken out o	f action	and d	loes n	an unmo ot suffer with no fl	a flesh v	wound.	
Specialism					Ze	alot					
Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.										

									1	0 Points				
Name	M													
Flayed One	5"	3+	6+	10 4+										
Weapon	Rang	e T	pe	S	AP]	D	A	bilities					
Flayer Claws	Mele	Melee Melee User 0 1 Re-roll failed wound rolls for this weapon.												
Reanimation Protocols	the m	odel is	not tak	en out o	f action	n and d	oes no	an unmoo ot suffer a ith no fle	a flesh v	vound.				
Specialism		Combat												
Expert Fighter		Add 1 to this model's Attacks characteristic.												

									1	0 Points
Name	M	WS	BS	S	T	W	Α	Ld	Sv	Max
Flayed One	5" 3+ 6+ 4 4 1 3 10 4+									
Weapon	Rang	e	Туре	S	AP	,	D	A	bilities	
Flayer Claws	Mele	e :	Melee	User	0		1	Re-roll rolls for		
Reanimation Protocols	the m	odel	is not tal	ken out d	of actio	n and o	loes n	an unmoo ot suffer a vith no fle	flesh v	vound.
Specialism					Ze	ealot				
Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.									

										1	0 Points	
Name	M	WS	BS	S	T	W	7	A	Ld	Sv	Max	
Flayed One	5"	3+	6+	4	4	1		3	10	4+		
Weapon	Rang	ge '	Гуре	S	AP		D		A	bilities		
Flayer Claws	Mele	e N	Лelee	User	0		1		Re-roll rolls for			
Reanimation Protocols	the n	ıodel i	s not tal	ken out o	of action	n and	d doe	s no	n unmod t suffer a ith no fle	flesh v	vound.	
Specialism					Co	mba	t					
Expert Fighter		Add 1 to this model's Attacks characteristic.										

								1	6 Points		
M	WS	BS	S	T	W	A	Ld	Sv	Max		
5" 3+ 3+ 4 4 1 1 10 3+											
Range Type S AP D Abilities											
24" Rapid 5 -2 1 -											
the mo	del is ı	not tak	en out c	f action	and d	oes not	suffer a	a flesh v	vound.		
				Cor	nms						
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.											
	5" Range 24" When a the mo Inste	5" 3+ Range Ty 24" Ra Fin When an Injuthe model is a Instead it is	5" 3+ 3+ Range Type 24" Rapid Fire 1 When an Injury roll the model is not tak Instead it is restored. Once per Shooting another model from	5" 3+ 3+ 4 Range Type S 24" Rapid Fire 1 5 When an Injury roll is made the model is not taken out of Instead it is restored to 1 Once per Shooting phase, another model from your	5" 3+ 3+ 4 4 Range Type S AP 24" Rapid Fire 1 5 -2 When an Injury roll is made for thi the model is not taken out of action Instead it is restored to 1 wound Con Once per Shooting phase, if this ranother model from your kill teal	5" 3+ 3+ 4 4 1 Range Type S AP 1 24" Rapid Fire 1 5 -2 When an Injury roll is made for this mode the model is not taken out of action and d Instead it is restored to 1 wound remain Comms Once per Shooting phase, if this model i another model from your kill team with	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, on at the model is not taken out of action and does not Instead it is restored to 1 wound remaining with Comms Once per Shooting phase, if this model is not sl another model from your kill team within 6" o	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 unmore the model is not taken out of action and does not suffer a Instead it is restored to 1 wound remaining with no flee Comms Once per Shooting phase, if this model is not shaken, we another model from your kill team within 6" of this model.	M WS BS S T W A Ld Sv 5" 3+ 3+ 4 4 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 unmodified rethe model is not taken out of action and does not suffer a flesh was Instead it is restored to 1 wound remaining with no flesh wound remainin		

								1	6 Points		
M	WS	BS	S	T	W	Α	Ld	Sv	Max		
5" 3+ 3+ 4 4 1 1 10 3+											
Range Type S AP D Abilities											
24"	24" Rapid 5 -2 1 -										
the m	odel is	not tal	ken out o	of action	n and d	loes n	ot suffer	a flesh v	vound.		
				Co	mms						
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.											
	5" Rang 24" Wher the m	5" 3+ Range 24" F When an Inithe model is Instead it Once per 3 another m	Range Type 24" Rapid Fire 1 When an Injury rothe model is not tal Instead it is restored. Once per Shootin another model fire	5" 3+ 3+ 4 Range Type S 24" Rapid Fire 1 5 When an Injury roll is made the model is not taken out of Instead it is restored to 1 Once per Shooting phase, another model from your	5" 3+ 3+ 4 4 Range Type S AP 24" Rapid Fire 1 5 -2 When an Injury roll is made for the the model is not taken out of action Instead it is restored to 1 wounds Co Once per Shooting phase, if this another model from your kill teat	5" 3+ 3+ 4 4 1 Range Type S AP 24" Rapid Fire 1 5 -2 When an Injury roll is made for this mode the model is not taken out of action and of Instead it is restored to 1 wound remain Comms Once per Shooting phase, if this model another model from your kill team with	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, on the model is not taken out of action and does n Instead it is restored to 1 wound remaining to Comms Once per Shooting phase, if this model is not another model from your kill team within 6"	5" 3+ 3+ 4 4 1 1 1 10 Range Type S AP D 24" Rapid Fire 1 5 -2 1 When an Injury roll is made for this model, on an unmothe model is not taken out of action and does not suffer a Instead it is restored to 1 wound remaining with no fletoms Comms Once per Shooting phase, if this model is not shaken, wanother model from your kill team within 6" of this model.	M WS BS S T W A Ld Sv 5" 3+ 3+ 4 4 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 unmodified rethe model is not taken out of action and does not suffer a flesh was Instead it is restored to 1 wound remaining with no flesh wound remaini		

									1	0 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
Weapon	Rang	ge T	ype	S	AP		D	A	bilities	
Flayer Claws	Mele	e M	lelee	User	0		1	Re-roll rolls for		
Reanimation Protocols	the m	nodel is	not tal	ken out o	of actio	n and	does n	an unmoo ot suffer a with no fle	a flesh v	vound.

									1	0 Points
Name	M	WS	BS	S	T	W	Α	Ld	Sv	Max
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
Weapon	Rang	e T	ype	S	AP		D	Α	bilities	
Flayer Claws	Mele	e M	elee	User	0		1	Re-roll rolls for		
Reanimation Protocols	the m	odel iš	not tak	en out o	f action	and d	loes no	an unmoo ot suffer a vith no fle	ı flesh v	vound.

												1	6 Points
Name	M	W	/S	BS	S	T	٦	W	A		Ld	Sv	Max
Immortal	5"	3	+	3+	4	4		1	1		10	3+	
Weapon	Rang	ge	Ţ	ype	S	AP		Ι)		A	bilities	
Gauss Blaster	24"			ipid re 1	5	-2		1	L			-	
Reanimation Protocols	the m	ode	el is	not tal	ll is mad ken out o ored to 1	of action	n a	nd d	oes n	ot	suffer a	flesh w	ound.

									1	6 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Immortal	5"	3+	3+	4	4	1	1	10	3+	
Weapon	Rang	ge T	уре	S	AP]	D	P	bilities	
Gauss Blaster	24"		apid ire 1	5	-2		1		-	
Reanimation Protocols	the m	odel is	not tal	ken out o	of actio	n and d	oes n	an unmoo ot suffer a vith no fle	a flesh v	vound.

									1	6 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Immortal	5"	3+	3+	4	4	1	1	10	3+	
Weapon	Rang	e T	ype	S	AP	I)	Α	bilities	
Gauss Blaster	24"		apid re 1	5	-2	1	L		-	
Reanimation Protocols	the m	odel is	not tak	en out c	f action	and d	oes not	n unmoo suffer a h no fle	flesh v	vound.

									1	6 Points
Name	M	W	S BS	S	T	W	A	Ld	Sv	Max
Immortal	5"	3+	- 3+	4	4	1	1	10	3+	
Weapon	Rang	ge	Type	S	AP		D	F	Abilities	
Gauss Blaster	24"		Rapid Fire 1	5	-2		1		-	
Reanimation Protocols	the m	iodel	is not tal	ken out (of actio	n and	does r	an unmo ot suffer with no fle	a flesh v	vound.

													2	5 Points
Name	M	M	/S	BS	S		T	V	V	A		Ld	Sv	Max
Lychguard	5"	3	+	3+	5		5	2	2	2		10	3+	-
Weapon	Rang	ge	Ty	pe	S		AP		Ι)		A	bilities	
Hyperphase sword	Mele	ee	Me	lee	+1		-3		1	-			-	
Dispersion shield		Αn	nodel	with	a disp	ersi	ion shi	ield	has	a 4+	inv	ulnera	ble sav	e.
Guardian Protocols	within	1 3" e mo	of an odels	y frie to in	endly n tercept	noo tha	dels w at hit -	ith tl the	his a	ability MM	y; o ANI	n a 2+ OER d	hilst the choose oes not wound.	one of lose a
Reanimation Protocols	the m	ıode	el is n	ot tal	ken out	of	actio	n an	d do	oes n	ot s	uffer a	dified re a flesh v esh wou	

									2	26 Points
Name	M	WS	BS	S	T	W	Α	Ld	Sv	Max
Triarch Praetorian	10"	3+	3+	5	5	2	2	10	3+	-
Weapon	Rang	e Ty	/pe	S	AP]	D	P	Abilities	i .
Rod of covenant - ranged	12"	Assa	ault 1	5	-3		1		-	
Rod of covenant - melee	Mele	e M	elee	User	-3		1		-	
Rod of covenant	Who	en mak	ing sho	be used ooting at aking clo	tacks o	r firing	Överv	watch, us	se the ra	nged
A Purpose Unshakeable			This r	nodel au	tomatic	ally pa	sses N	erve tests	s.	
Reanimation Protocols	the m	odel is	not tak	l is made en out o red to 1	f action	n and d	oes no	t suffer	a flesh v	wound.

									1	2 Points
Name M	1	NS	BS	S	T	W	Α	Ld	Sv	Max
Necron Warrior 5'		3+	3+	4	4	1	1	10	4+	
Weapon Ra	nge	Ţ	ype	S	AP]	D	P	bilities	
Gauss Flayer 2	4"		apid re 1	4	-1		1		-	
Protocols the	mod	el is	not tak	en out c	of action	n and d	oes n	an unmoo ot suffer a vith no fle	a flesh v	vound.

									1	2 Points
Name	M	W	S BS	S	T	W	Α	Ld	Sv	Max
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	
Weapon	Rang	ge	Type	S	AP		D	P	Abilities	
Gauss Flayer	24"		Rapid Fire 1	4	-1		1		-	
Reanimation Protocols	the m	iodel	is not ta	ken out (of actio	n and d	loes n	an unmo ot suffer a vith no fle	a flesh v	wound.

										2 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	
Weapon	Rang	e '	Гуре	S	AP		D	A	Abilities	
Gauss Flayer	24"		Rapid Fire 1	4	-1		1		-	
Reanimation Protocols	the m	odel i	jury roll s not tak is restor	en out o	of action	and d	oes no	t suffer a	a flesh v	wound.
									1	2 Points
Name	M	WS	BS	S	Т	W	A	Ld	1 Sv	2 Points Max
	<u>М</u> 5"	WS 3+	BS 3+	S 4	T 4	W 1	A	Ld 10		
Name Necron Warrior Weapon		3+				1		10	Sv	Max
Necron Warrior	5"	3+ ge /	3+	4	4	1	1	10	Sv 4+	Max