

# 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

Novokh										16 Points
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	Abilities				
Gauss Blaster	24"	Rapid Fire 1	5	-2	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 flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds.									
Specialism	Leader									
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.									

Mephrit										16 Points
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	Abilities				
Gauss Blaster	24"	Rapid Fire 1	5	-2	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 flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds.									
Specialism	Leader									
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.									

Novokh										10 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Played One	5"	3+	6+	4	4	1	3	10	4+	
Weapon	Range	Type	S	AP	D	Abilities				
Player Claws	Melee	Melee	User	0	1	Re-roll failed wound rolls for this weapon.				
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.									
Specialism	Zealot									
Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.									

Novokh										10 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Played One	5"	3+	6+	4	4	1	3	10	4+	
Weapon	Range	Type	S	AP	D	Abilities				
Player Claws	Melee	Melee	User	0	1	Re-roll failed wound rolls for this weapon.				
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.									
Specialism	Combat									
Expert Fighter	Add 1 to this model's Attacks characteristic.									

Mephrit										10 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Played One	5"	3+	6+	4	4	1	3	10	4+	
Weapon	Range	Type	S	AP	D	Abilities				
Player Claws	Melee	Melee	User	0	1	Re-roll failed wound rolls for this weapon.				
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.									
Specialism	Zealot									
Frenzied	You can add 1 to this model's Attacks and Strength characteristics in a battle round in which they charged.									

Mephrit										10 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Played One	5"	3+	6+	4	4	1	3	10	4+	
Weapon	Range	Type	S	AP	D	Abilities				
Player Claws	Melee	Melee	User	0	1	Re-roll failed wound rolls for this weapon.				
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.									
<b>Specialism</b>	<b>Combat</b>									
Expert Fighter	Add 1 to this model's Attacks characteristic.									

Novokh										10 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
Weapon	Range	Type	S	AP	D	Abilities				
Flayer Claws	Melee	Melee	User	0	1	Re-roll failed wound rolls for this weapon.				
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.									





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Novokh										12 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	
Weapon	Range	Type	S	AP	D	Abilities				
Gauss Flayer	24"	Rapid Fire 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 flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds.									

Mephrit										12 Points
Name	M	WS	BS	S	T	W	A	Ld	Sv	Max
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	
Weapon	Range	Type	S	AP	D	Abilities				
Gauss Flayer	24"	Rapid Fire 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 flesh wound. Instead it is restored to 1 wound remaining with no flesh wounds.									