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

			Nove	kh				16 PC	INTS
NAME	М	WS BS	S	Ţ	W	A	LD	SV	MAX
mmortal	5"	3+ 3+	4	4	1	1	10	3+	
VEAPON	RANGE	TYPE	S	AP	D		ı	ABILITIES	
Gauss Blaster	24"	Rapid Fire 1	5	-2	1			-	
bilities	3371	. 11.	1 6 .11	1.1	1:0	1 11 (27.1 1	. 1	
Reanimation Protocols		Injury roll is mad d does not suffe		nd. Instead					
pecialism Leader									
Resourceful	As long as	this model is on		ld and not ginning of	•		n additiona	d Commar	nd Point a
Experience: 🗆 🗆 🗖]	.	□ Flesh W	ounds: □	□	onvales	cence: 🗆	New Red	cruit: 🗆
			Mepl	nrit				16 PC	INTS
IAME	М	WS BS	S	T	W	A	LD	SV	MAX
Immortal	5"	3+ 3+	4	4	1	1	10	3+	
NEAPON	RANGE	TYPE	S	AP	D		ı	ABILITIES	
Gauss Blaster	24"	Rapid Fire 1	5	-2	1			-	
Abilities									
Reanimation Protocols		Injury roll is mad d does not suffe			it is restore				
				WOU	mus.				
Specialism Leader									
•		this model is on			shaken, you		n additiona	d Commar	nd Point a
Resourceful	As long as	1 0000	the be □ Flesh W Nove	ld and not reginning of founds: □	shaken, you ithe battle r	ound.	cence: □	New Red	cruit: 🗆
Resourceful Experience: IMME	As long as	WS BS	□ Flesh W Nove	ld and not reginning of counds: bkh	shaken, you the battle r	ound.	cence: LD	New Red	cruit: 🗆
Resourceful Experience: NAME Flayed One	As long as	WS BS 3+ 6+	The beautiful th	Id and not reginning of founds:	shaken, you ithe battle r	ound.	cence: LD 10	New Red 10 PC SV 4+	cruit: 🗆
Resourceful Experience: NAME Flayed One	As long as	WS BS	□ Flesh W Nove	ld and not reginning of counds: bkh	shaken, you the battle r	ound. A 3	LD 10	New Red 10 PC SV 4+ ABILITIES	cruit: □ DIN'T'S MAX
Experience:	As long as	WS BS 3+ 6+	The beautiful th	Id and not reginning of founds:	shaken, you ithe battle r	ound. A 3	LD 10 Location in the second	New Red 10 PC SV 4+	cruit: □ DIN'T'S MAX
Experience: NAME Flayed One NEAPON Flayer Claws	As long as M 5" RANGE	WS BS 3+ 6+	The bo	Id and not beginning of Sounds:	shaken, you the battle r	ound. A 3	LD 10 Location in the second	New Red 10 PC SV 4+ ABILITIES d wound red	eruit: DIN'T'S MAX
Experience: IAME Flayed One VEAPON Flayer Claws Abilities Reanimation	As long as M 5" RANGE Melee	WS BS 3+ 6+	Novo S 4 User	ounds: Okh T AP O Odel, on an nd. Instead	shaken, you the battle r	A 3	LD 10 4 4 6 the mod	New Red 10 PC SV 4+ ABILITIES d wound red weapon.	DINTS MAX bills for th
Resourceful Experience: NAME Flayed One NEAPON Flayer Claws Abilities Reanimation Protocols	As long as M 5" RANGE Melee	WS BS 3+ 6+ TYPE Melee	Novo S 4 User	ounds: Okh T AP O Odel, on an nd. Instead	shaken, you the battle r	A 3	LD 10 4 4 6 the mod	New Red 10 PC SV 4+ ABILITIES d wound red weapon.	DINTS MAX bills for the
Specialism Leader Resourceful Experience: NAME Flayed One WEAPON Flayer Claws Abilities Reanimation Protocols Specialism Zealot Frenzied	M 5" RANGE Melee When an I action an	WS BS 3+ 6+ TYPE Melee	Novo S 4 S User	Id and not reginning of counds:	shaken, you the battle r	A 3 R	LD 10 4 e-roll failed	New Red 10 PC SV 4+ ABILITIES d wound red weapon.	DIN'TS MAX bills for the

			Nove	kh				10 PC	DINTS
NAME	М	WS BS	S	Ţ	W	A	LD	SV	MAX
Flayed One	5"	3+ 6+	4	4	1	3	10	4+	
WEAPON	RANGE	TYPE	S	AP)		ABILITIES	
Flayer Claws	Melee	Melee	User	0	1		Re-roll faile	d wound r weapon.	olls for th
Abilities								пецропп	
Reanimation Protocols		njury roll is ma I does not suffe			it is restor				
Specialism Comba	at								
Expert Fighter			Add 1 to tl	nis model's	Attacks cl	naracte	ristic.		
Experience: 🗆 🗅 🖸	<u> </u>	10000			□ □ C	onval	escence: 🗆		
			Mepl						DINTS
NAME EL 10	M	WS BS	_	T	W	A 2	LD	SV	MAX
Flayed One	5"	3+ 6+		4	1	3	10	4+	
NEAPON	RANGE	TYPE	S	AP			Re-roll faile	d wound r	olls for th
Flayer Claws	Melee	Melee	User	0	1			weapon.	
Abilities	W/1 I	njury roll is ma	1. 6 4	. 4.1	1:0	11	- C (al	1.1:	1
				wou	nds.		l wound ren		h no flesh
Specialism Zealot		d does not suffe		wou	nds. th charac				h no flesh
Specialism Zealot Frenzied Experience:	You can a	dd 1 to this mo	odel's Attacks Flesh W Meph	wou and Streng char founds:	nds. eth characeged.	onval.	s in a battle 1 escence:	New Re	h no flesh
Specialism Zealot Frenzied Experience: NAME Flayed One	You can a	dd 1 to this mo	□ Flesh W Meph	wou and Streng char founds: T 4	nds. th characteristics W 1	onvale A 3	escence: LD 10	New Re 10 PC \$V 4+	hich they
Specialism Zealot Frenzied Experience: NAME Flayed One	You can a	dd 1 to this mo	odel's Attacks Flesh W Meph	wou and Streng char founds:	nds. eth characeged.	onvale A 3	escence:	New Re 10 PC SV 4+ ABILITIES	h no flesh hich they cruit:
Specialism Zealot Frenzied Experience: NAME Flayed One WEAPON	You can a	dd 1 to this mo	□ Flesh W Meph	wou and Streng char founds: T 4	nds. th characteristics W 1	onvala A 3	escence: LD 10	New Re 10 PC SV 4+ ABILITIES	h no flesh hich they cruit:
Specialism Zealot Frenzied Experience: NAME Flayed One NEAPON Flayer Claws	You can a M 5" RANGE Melee	dd 1 to this mo	odel's Attacks Flesh W Meph S 4 S User	would and Streng char char char char char char char char	nds. th characteristic Company of the Company of t	onval. A 3	escence: LD 10 Re-roll faile	New Re 10 PC SV 4+ ABILITIES d wound r weapon.	h no flesh hich they CCTUIT: DIN'TS MAX
Specialism Zealot Frenzied Experience: IAME Flayed One VEAPON Flayer Claws Abilities Reanimation	You can a M 5" RANGE Melee	dd 1 to this mo	Deplement of the second of the	would and Streng char char char char char char char char	w unmodifi it is restor	a a seed roll	escence: LD 10 Re-roll faile	New Re 10 PC SV 4+ ABILITIES d wound r weapon. del is not ta	h no flesh hich they ceruit: DIN'TS MAX olls for th
Protocols Specialism Zealot Frenzied Experience: NAME Flayed One WEAPON Flayer Claws Abilities Reanimation Protocols Specialism Comba Expert Fighter	M 5" RANGE Melee When an I action and	dd 1 to this mo	Flesh W Mepl S 4 S User	wounds: Tounds: AP O odel, on an nd. Instead	w unmodifi it is restor	A 3	escence: LD 10 Re-roll faile of 6 the mood wound rem	New Re 10 PC SV 4+ ABILITIES d wound r weapon. del is not ta	h no flesh hich they CCTUIT: DIN'TS MAX Olls for the

NAME				Novo	kh				16 PC	INTS
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)	ı	ABILITIES	
Gauss Blaster	24"	Rapio	d Fire 1	5	-2	1			-	
Abilities	When an	Iniuev ro	ll ic made	for this me	odel, on an	unmadifi	ad rall of	E6 the mod	lal is not to	ken out o
Reanimation Protocols		, .			nd. Instead					
					wou	nds.				
Scanner Comms		Shootin	ıg phase, if	this mode	l is not shal	en, wher	ı you picl	k another r	nodel fron	ı your kil
Scarmer	team v	within 6"	of this m	odel to sho	ot, you can	add 1 to	hit rolls f	for that mo	del in this	phase.
Experience: 🗆 🗆 🗖		<u> </u>		Flesh W	ounds: □		Convales	cence: 🗆	New Re	cruit: 🗆
				Meph	rit				16 PC	INTS
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	2.	
Illilloi tai		٠.	J.	*	-	-	-	10	3+	
	RANGE		YPE	S	AP	-		_	ABILITIES	
WEAPON Gauss Blaster	RANGE 24"	T)	_		
WEAPON Gauss Blaster Abilities Reanimation	24" When an 2	Rapid Injury ro	YPE d Fire 1 oll is made	S 5 for this me	AP	I unmodifi	ed roll of	6 the mod	ABILITIES - lel is not ta	
WEAPON Gauss Blaster Abilities Reanimation Protocols Specialism Comms Scanner	24" When an action an action an	Rapid Injury ro d does n	YPE d Fire 1 oll is made oot suffer a	5 for this model flesh would be this model.	AP -2 odel, on an	unmodifiit is restoonds.	ed roll of red to 1 v	6 the mod wound rem	del is not ta aining wit	h no flesh n your kil
WEAPON Gauss Blaster Abilities Reanimation Protocols Specialism Comms Scanner	24" When an action an action an Once per team v	Rapid Injury rodd does n	YPE d Fire 1 oll is made to suffer a seg phase, if of this m	for this model to should be should b	AP -2 odel, on an and. Instead wou	unmodifi it is resto nds. xen, where add 1 to	ed roll of red to 1 v n you picl hit rolls f	6 the mod wound rem k another r For that mo	ABILITIES Let is not tale along with the second se	h no flesh 1 your kil phase.
WEAPON Gauss Blaster Abilities Reanimation Protocols Specialism Comms Scanner	24" When an action an action an Once per team v	Rapid Injury rodd does n	YPE d Fire 1 oll is made to suffer a seg phase, if of this m	for this model to should be should b	AP -2 odel, on an and. Instead wou would be soot, you can ounds:	unmodifi it is resto nds. xen, where add 1 to	ed roll of red to 1 v n you picl hit rolls f	6 the mod wound rem k another r For that mo	ABILITIES Lel is not tale along with the second of the se	h no flesh 1 your kil phase.
WEAPON Gauss Blaster Abilities Reanimation Protocols Specialism Comms Scanner	24" When an action an action and team v	Rapid	YPE d Fire 1 oll is made to suffer a seg phase, if of this m	\$ 5 for this model flesh wounded to show the sho	AP -2 odel, on an and. Instead wou would is not shall oot, you can ounds:	unmodifiit is restored.	ed roll of red to 1 v n you picl hit rolls f	6 the mod wound rem k another r for that mo	ABILITIES Let is not tale along with the second se	h no flesh n your kil phase.
WEAPON Gauss Blaster Abilities Reanimation Protocols Specialism Comms Scanner Experience:	When an action and action and action and some per team when the some some some some some some some som	Rapid Rapid Injury rodd does n Shootin within 6"	WPE d Fire 1 oll is made to suffer a sign phase, if of this m BS 6+	s for this modellesh would be shown that the shown	AP -2 odel, on an and. Instead wou would it is not shall boot, you can ounds:	unmodifiit is restonds. seen, where add 1 to	ed roll of red to 1 v a you picl hit rolls f	6 the mod vound rem k another r for that mod	ABILITIES del is not tall aining with the second of the s	h no flesh n your kil phase. cruit:
WEAPON Gauss Blaster Abilities Reanimation Protocols Specialism Comms Scanner	24" When an action an action and team v	Rapid Rapid Injury rodd does n Shootin within 6"	YPE d Fire 1 oll is made to suffer a seg phase, if of this m	\$ 5 for this model flesh wounded to show the sho	AP -2 odel, on an and. Instead wou would is not shall oot, you can ounds:	unmodifiit is restored.	ed roll of red to 1 v	6 the mod vound rem k another r for that mod	ABILITIES del is not tale aining with the second of the s	n your kil phase. Cruit:
WEAPON Gauss Blaster Abilities Reanimation Protocols Specialism Comms Scanner Experience:	When an action and action and action and some per team when the some some some some some some some som	Rapid Rapid Injury rodd does n Shootin within 6"	WPE d Fire 1 oll is made to suffer a sign phase, if of this m BS 6+	s for this modellesh would be shown that the shown	AP -2 odel, on an and. Instead wou would it is not shall boot, you can ounds:	unmodifiit is restonds. seen, where add 1 to	ed roll of red to 1 v	to the mod vound rem k another r for that mod cence:	ABILITIES del is not tale aining with the second of the s	n your kil phase. Cruit:
WEAPON Gauss Blaster Abilities Reanimation Protocols Specialism Comms Scanner Experience: NAME Flayed One WEAPON	When an action an action and once per team v	Rapid Rapid Injury rod does n Shootin within 6" WS 3+	WPE d Fire 1 oll is made to suffer a	s for this model to show the s	AP -2 odel, on an and. Instead wou wou shall is not shall oot, you can ounds:	unmodifiit is restoonds. seen, where add 1 to	ed roll of red to 1 v	LD LO LO LO LO LO LO LO LO LO	ABILITIES Let is not tall aining with the second of the s	n your kil phase.

				Meph	nrit				10 PC	DINTS
IAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
WEAPON	RANGE	TYP	E	S	AP		D		ABILITIES	
Flayer Claws	Melee	Mele	ee	User	0		1	Re-roll fail	ed wound re	olls for this
Abilities									weapon.	
Reanimation Protocols		, ,				it is rest			odel is not ta maining wit	
Experience: 🗆 🗖	0000]] 🗆 🗖	Flesh Wo	ounds: □		Convale	escence: [∃ New Re	cruit: □
				NI	1.1.				17 DC	MITTO
NAME	. NA	WS	BS	Novo	okh T	w		LD		DINTS
MAME Immortal	M 5"	3+	3+	\$ 4	4	W 1	A 1	10	SV 3+	MAX
WEAPON	RANGE	ТҮР		S	AP		D I	10	ABILITIES	
Gauss Blaster	24"	Rapid F		5	-2		1		- ADILITIES	
Abilities										
Reanimation Protocols		, ,							odel is not ta maining wit	
					wou					
	0000			Flesh Wo	ounds: □		Convale	escence: [∃ New Re	cruit: □
	<u> </u>				ounds: □		Convale	escence: [cruit: 🗆
Experience: NAME	M	ws .	BS	Flesh Wo	ounds: □ kh T		A	LD	16 PC	
Experience: NAME				Flesh Wo	ounds: □				16 PC	DINTS
Experience: NAME Immortal WEAPON	M 5" RANGE	WS 3+ TYP	BS 3+	Flesh Wo	ounds: □ kh T 4 AP		A 1 D	LD	16 PC SV 3+ ABILITIES	DINTS
Experience: NAME Immortal WEAPON Gauss Blaster	M 5"	WS 3+	BS 3+	Flesh Wo	ounds: □ kh T 4		A 1	LD	16 PC SV 3+	DINTS
Experience: NAME Immortal WEAPON Gauss Blaster Abilities	M 5" RANGE 24" When an I	WS 3+ TYP Rapid F	BS 3+ E is made	Novo S 4 S for this mo	ounds: bkh t 4 AP -2	W 1	A 1 D 1	LD 10	16 PC SV 3+ ABILITIES	MAX MAX
Experience: NAME Immortal WEAPON Gauss Blaster Abilities Reanimation	M 5" RANGE 24" When an I	WS 3+ TYP Rapid F	BS 3+ E is made	Novo S 4 S for this mo	ounds: kh 4 AP -2 odel, on an ind. Instead	W 1	A 1 D 1	LD 10	16 PC SV 3+ ABILITIES	MAX MAX
Experience: NAME Immortal WEAPON Gauss Blaster Abilities Reanimation	M 5" RANGE 24" When an I	WS 3+ TYP Rapid F	BS 3+ E is made	Novo S 4 S for this mo	ounds: bkh t 4 AP -2	W 1	A 1 D 1	LD 10	16 PC SV 3+ ABILITIES	MAX MAX
Experience: NAME Immortal WEAPON Gauss Blaster Abilities Reanimation	M 5" RANGE 24" When an I	WS 3+ TYP Rapid F	BS 3+ E is made	Novo S 4 S for this mo	ounds: kh 4 AP -2 odel, on an ind. Instead	W 1	A 1 D 1	LD 10	16 PC SV 3+ ABILITIES	MAX MAX
Experience: NAME Immortal WEAPON Gauss Blaster Abilities Reanimation	M 5" RANGE 24" When an I	WS 3+ TYP Rapid F	BS 3+ E is made	Novo S 4 S for this mo	ounds: kh 4 AP -2 odel, on an ind. Instead	W 1	A 1 D 1	LD 10	16 PC SV 3+ ABILITIES	MAX MAX
NAME Immortal WEAPON Gauss Blaster Abilities Reanimation Protocols	M 5" RANGE 24" When an I	WS 3+ TYP Rapid F	BS 3+ E is made	Novo S 4 S for this mo	ounds: kh 4 AP -2 odel, on an ind. Instead	W 1	A 1 D 1	LD 10	16 PC SV 3+ ABILITIES	MAX MAX
Experience: NAME Immortal WEAPON Gauss Blaster Abilities Reanimation	M 5" RANGE 24" When an I	WS 3+ TYP Rapid F	BS 3+ E is made	Novo S 4 S for this mo	ounds: kh 4 AP -2 odel, on an ind. Instead	W 1	A 1 D 1	LD 10	16 PC SV 3+ ABILITIES	MAX MAX
NAME Immortal NEAPON Gauss Blaster Abilities Reanimation Protocols	M 5" RANGE 24" When an I action and	WS 3+ TYP Rapid F injury roll id does not	BS 3+ E iire 1 is made	Novo S 4 S 5 for this mofflesh wound	ounds: I AP -2 odel, on an and. Instead wou	W 1	A 1 D 1 iffied roll of the rol	LD 10 10 of 6 the mowound res	16 PC SV 3+ ABILITIES - odel is not ta maining wit	DIN'T'S MAX ken out of h no flesh
NAME Immortal WEAPON Gauss Blaster Abilities Reanimation Protocols	M 5" RANGE 24" When an I action and	WS 3+ TYP Rapid F injury roll id does not	BS 3+ E iire 1 is made	Novo S 4 S 5 for this mofflesh wound	ounds: I AP -2 odel, on an and. Instead wou	W 1	A 1 D 1 iffied roll of the rol	LD 10 10 of 6 the mowound res	16 PC SV 3+ ABILITIES - odel is not ta maining wit	DIN'T'S MAX ken out of h no flesh
NAME Immortal NEAPON Gauss Blaster Abilities Reanimation Protocols	M 5" RANGE 24" When an I action and	WS 3+ TYP Rapid F injury roll id does not	BS 3+ E iire 1 is made	Flesh Wo	ounds: T 4 AP -2 odel, on an and. Instead would would would a second work.	W 1	A 1 D 1 iffied roll of the rol	LD 10 10 of 6 the mowound res	16 PC SV 3+ ABILITIES . odel is not tamaining wit	DIN'T'S MAX ken out of h no flesh
NAME Immortal WEAPON Gauss Blaster Abilities Reanimation Protocols	M 5" RANGE 24" When an I action and	WS 3+ TYP Rapid F injury roll id does not	BS 3+ E iire 1 is made	Novo S 4 S 5 for this mofflesh wound	ounds: T 4 AP -2 odel, on an and. Instead would would would a second work.	W 1	A 1 D 1 iffied roll of the rol	LD 10 10 of 6 the mowound res	16 PC SV 3+ ABILITIES . odel is not tamaining wit	MAX ken out of h no flesh
NAME Immortal WEAPON Gauss Blaster Abilities Reanimation Protocols Experience:	M 5" RANGE 24" When an I action and	WS 3+ TYP Rapid F injury roll id does not	BS 3+ Eirire 1 is made suffer a	Flesh Wo	ounds: bkh T 4 AP -2 odel, on an ind. Instead woulds: ounds: ounds: ounds:	W 1 unmod it is rest inds.	A 1 D 1 diffed roll to red to 1	LD 10 of 6 the mo wound ren	16 PC SV 3+ ABILITIES - odel is not ta maining wit	MAX kken out of h no flesh Cruit:
NAME Immortal WEAPON Gauss Blaster Abilities Reanimation Protocols Experience:	M 5" RANGE 24" When an I action and	WS 3+ TYP Rapid F njury roll id does not	BS 3+ E is made suffer a BS 3+	Flesh Wo Novo \$ 4 \$ 5 for this me flesh woun Flesh Wo Meph	ounds: T 4 AP -2 odel, on an and. Instead would would would the counds: Intit T	W 1 unmod it is rest	A 1 D 1 iffied roll overed to 1	LD 10 of 6 the mo wound reserve concerce:	16 PC SV 3+ ABILITIES - odel is not ta maining wit	MAX kken out of h no flesh Cruit:
NAME Immortal WEAPON Gauss Blaster Abilities Reanimation Protocols Experience: NAME Immortal WEAPON	M 5" RANGE 24" When an I action and	WS 3+ TYP Rapid F njury roll id does not	BS 3+ E is made suffer a BS 3+ E E	Flesh Wo Novo S 4 S 5 for this months of the shadow would be shadow with the s	ounds: AP -2 odel, on an and. Instead would would would the state of the state	W 1 unmod it is rest	A 1 D 1 diffed roll decred to 1	LD 10 of 6 the mo wound reserve concerce:	16 PC SV 3+ ABILITIES abdel is not ta maining with the service of the service	MAX kken out of h no flesh Cruit:
NAME Immortal WEAPON Gauss Blaster Abilities Reanimation Protocols Experience: Immortal WEAPON Gauss Blaster NAME Immortal WEAPON Gauss Blaster	M 5" RANGE 24" When an I action and string from the string frow the string from the string from the string from the string fro	WS 3+ TYP Rapid F injury roll id does not WS 3+ TYP Rapid F	BS 3+ E is made suffer a 3+ BS 3+ E	Flesh Wo Novo \$ 4 \$ 5 for this mofflesh wound Flesh Wo Meph \$ 4 \$ 5	ounds: AP -2 odel, on an and. Instead wounds: T AP -2 AP -2	W 1 W 1 W 1 W 1 W 1	A 1 D 1 diffed roll overed to 1	LD 10 of 6 the mo wound res	16 PC SV 3+ ABILITIES - odel is not ta maining wit New Re 16 PC SV 3+ ABILITIES -	MAX ken out of h no flesh Cruit:
Experience: NAME Immortal WEAPON Gauss Blaster Abilities Reanimation	M 5" RANGE 24" When an I action and 5" RANGE 24" When an I	WS 3+ TYP Rapid F injury roll id does not WS 3+ TYP Rapid F	BS 3+ E is made suffer a 3+ E is made suffer a 4- B is made suffer	Flesh Wo Novo \$ 4 \$ 5 for this mofflesh wound Flesh Wo Meph \$ 4 \$ 5 for this mofflesh wound S 4	ounds: AP -2 odel, on an ind. Instead woulds: T AP -2 odel, on an odel, on odel, on an odel, on odel, on an odel, on odel, on odel, on an odel, on odel, odel, on odel,	W 1 W 1 W 1 Unmod it is rest onds.	A 1 D 1 iffied roll a convale A 1 D 1	LD 10 of 6 the mo wound res	16 PC SV 3+ ABILITIES - odel is not ta maining wit New Re 16 PC SV 3+ ABILITIES	MAX ken out of h no flesh DIN'T'S MAX

				Mepl	1110					16 PC	
IAME	M	WS	BS	S	T	W		A	LD	SV	MAX
mmortal	5"	3+	3+	4	4	1		1	10	3+	
NEAPON	RANGE	T	YPE	S	AP		D			ABILITIES	
Gauss Blaster	24"	Rapio	d Fire 1	5	-2		1			-	
Abilities	W/I 1	r	.11 :	. C 41. !	odel, on an		1:6.1	11 . 6		1.1:	1
Reanimation Protocols	action an	d does n	ot suffer a	a flesh wou	nd. Instead wou		stored	l to 1 w	ound ren	naining witl	h no flesh
Experience: 🗆 🗆 🗆				l Flesh W	′ounds: □		Сол	nvales	cence: \Box	New Red	cruit: □
				Novo	okh					25 PC	OINTS
NAME	М	WS	BS	S	T	W		A	LD	SV	MAX
Lychguard	5"	3+	3+	5	5	2		2	10	3+	-
WEAPON	RANGE	Ţ	YPE	S	AP		D			ABILITIES	
Hyperphase sword	Melee	_	lelee	+1	-3		1				
Dispersion shield		141			spersion shi	eld has		invuln	erable sav	e.	
Abilities											
Guardian Protocols	mo	dels wit	h this abil	lity; on a 2+	DER loses a	e of th	ose m	odels t	o intercep		the
	CON	IMMINI	JEK does	not lose a				ou che	se surrers		
Reanimation					odel, on an		•				
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NAME Triarch Practorian NEAPON Rod of covenant - anged Rod of covenant - melee	When an I action an M 10" RANGE 12" Melee	WS 3+ I' Asss	BS 3+ YPE ault 1 Gelee	for this men flesh wou	odel, on an nd. Instead wou	unmood it is remarked.	Con D 1	roll of it to 1 w	6 the moo	del is not tal anaining with New Rec 26 PC SV 3+ ABILITIES	ken out o h no flesh cruit:
NAME Triarch Practorian NEAPON Rod of covenant - ranged Rod of covenant - melee Rod of covenant	When an I action and I action	WS 3+ Ti Asss	BS 3+ YPE ault 1 Gelee be used as	s for this man flesh would be for this man flesh would be flesh W	odel, on an nd. Instead wou	unmood it is remained. W 2	Con D 1 1	roll of d to 1 w	6 the moodound ren	del is not tal naining with New Red 26 PC SV 3+ ABILITIES	ken out o h no flesh cruit: DINTS MAX -
NAME Triarch Practorian WEAPON Rod of covenant - ranged Rod of covenant - melee Rod of covenant	When an I action and I action	WS 3+ Ti Asss	BS 3+ YPE ault 1 Gelee be used as	s for this man flesh would be for this man flesh would be flesh W	odel, on an nd. Instead would would would would would state of the sta	unmood it is remained. W 2	Con D 1 1	roll of d to 1 w	6 the moodound ren	del is not tal naining with New Red 26 PC SV 3+ ABILITIES	ken out o h no flesh cruit: DINTS MAX -
Protocols Experience: NAME Triarch Practorian WEAPON Rod of covenant - ranged Rod of covenant - melee Rod of covenant	When an I action and I action	WS 3+ Ti Asss	BS 3+ YPE ault 1 Lelee be used as a use the r	for this me a flesh would be for this me a flesh would be flesh W. S.	odel, on an nd. Instead would would would would would state of the sta	unmood it is resends.	Con D 1 1 v weap	roll of d to 1 w	6 the mooround ren cence: LD 10 hen maki: attacks, t	del is not tal naining with New Red 26 PC SV 3+ ABILITIES	ken out o h no flesh cruit: DINTS MAX -
Protocols Experience: NAME Triarch Practorian WEAPON Rod of covenant - ranged Rod of covenant - melee Rod of covenant Abilities A Purpose Unshakeable Reanimation	When an I action and I action an I action an I action and I action an I action and I action an I action and I action action action and I action actio	WS 3+ Injury recorded does not be a second of the second	BS 3+ YPE ault 1 Lelee be used as , use the r	for this me a flesh would be for this mode of for this mode.	odel, on an nd. Instead would would would would would would would be seen as a seen and a sile; when m	unmood it is read to see the seconds.	Con D 1 1 weapclose of diffied dif	roll of l to 1 w	6 the moodound ren cence: 10 10 hen making attacks, to sets. 6 the moodound ren 7 the moodound ren 8 the	del is not tal anaining with New Red 26 PC SV 3+ ABILITIES	ken out o h no flesh Cruit: DINTS MAX g attacks o ex profile.
NAME Triarch Practorian WEAPON Rod of covenant - ranged Rod of covenant - melee Rod of covenant Abilities A Purpose Unshakeable Reanimation Protocols	When an I action an III action	WS 3+ Injury recorded does not be a second of the second	BS 3+ YPE ault 1 delee be used as a use the relationship of th	s for this me a flesh would be	odel, on an and. Instead wou	unmood it is resends.	Con D 1 1 weep close of the storect of the stor	nvalescon. Water to the combatter of the total water to the combatter of the combat	to the mooround ren tence:	New Recession of the New Reces	ken out o h no flesh Cruit: DIN'T'S MAX - g attacks o ee profile. ken out o h no flesh
Protocols Experience: NAME Triarch Practorian WEAPON Rod of covenant - ranged Rod of covenant - melee Rod of covenant Abilities A Purpose Unshakeable Reanimation Protocols	When an I action an III action	WS 3+ Injury recorded does not be a second of the second	BS 3+ YPE ault 1 delee be used as a use the relationship of th	Flesh W Flesh W S User a ranged wanged prof This mode of for this mode of for this mode of Flesh W	odel, on an nd. Instead wou	unmood it is resends.	Con D 1 1 weep close of the storect of the stor	nvalescon. Water to the combatter of the total water to the combatter of the combat	to the mooround ren tence:	del is not tal naining with New Rec 26 PC SV 3+ ABILITIES	ken out o h no flesh Cruit: DINTS MAX - g attacks o ex profile. ken out o h no flesh
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Protocols Experience: NAME Triarch Practorian WEAPON Rod of covenant - ranged Rod of covenant - melee Rod of covenant Abilities A Purpose Unshakeable Reanimation Protocols Experience: NAME Necron Warrior	When an I action an M 10" RANGE 12" Melee This weapp firing Ov	WS 3+ To Ass Monor can be erwatch, and does not be a doe	BS 3+ YPE ault 1 Gelee be used as , use the r	s for this men a flesh would be for this mode of this mode.	odel, on an nd. Instead wou of the second would would would would be second would be second would woul	w a melece aking a unmood it is re- nds.	Con D 1 1 weep close of the storect of the stor	roll of l to 1 w	tence: to the mooround ren tence: to the mooround ren to the mooround ren tence: to the	del is not tale anaining with the New Records of PC SV 3+ ABILITIES	cruit: DINTS MAX g attacks of the profile. ken out of hino flesh cruit: DINTS
Protocols Experience: NAME Triarch Practorian WEAPON Rod of covenant - ranged of covenant - melee Rod of covenant Abilities A Purpose Unshakeable Reanimation Protocols Experience: NAME Necron Warrior WEAPON Gauss Flayer	When an I action an III action action an III action action an III action	WS 3+ Ti Ass Minjury recorded does not	BS 3+ YPE ault 1 Gelee be used as a, use the r	Flesh W	odel, on an nd. Instead wou would see the following the fo	w a melece aking a unmood it is re- nds.	Con D 1 1 2 weaptclose of the storect of the st	roll of l to 1 w	tence: to the mooround ren tence: to the mooround ren to the mooround ren tence: to the	del is not tal naining with New Red 26 PC SV 3+ ABILITIES	cruit: DINTS MAX g attacks of the profile. ken out of hino flesh cruit: DINTS
Protocols Experience: NAME Triarch Practorian WEAPON Rod of covenant - ranged of covenant - melee Rod of covenant Abilities A Purpose Unshakeable Reanimation Protocols Experience: NAME Necron Warrior WEAPON Gauss Flayer	When an I action an III action an III action an III III III III III III III III III	WS 3+ Ti Asss Minjury recorded does n WS 3+ Ti Rapid	BS 3+ YPE ault 1 Lelee BS as the relation of suffer a second as the relation of suffer as the relation of suffer a second as the relation of suffer a seco	s for this man flesh would be for this mode a flesh would be for this mode.	odel, on an nd. Instead wou of the second se	w a melece aking a unmood it is reinds.	Con D 1 1 1 weapclose of Con D 1 1 1 1 1 1 1 1 1 1 1 1	nvalescon. W	tence: LD 10 hen making attacks, under the move of the move of the move of the move of the tence: LD 10	del is not tale anaining with the New Red SV 3+ ABILITIES	ken out o h no flesh DINTS MAX - g attacks o ex profile. ken out o h no flesh Cruit: DINTS MAX
Reanimation Protocols Experience:	When an I action actio	WS 3+ Ti Ass Minjury recorded does not be a served	BS 3+ YPE ault 1 delee be used as to use the result of the suffer at the	s for this man flesh would be for this man flesh would be for this mode a for this mode be for this mode.	odel, on an nd. Instead wou would be a considered would be a consi	w a meleceaking a unmoor it is remark.	Con D 1 1 1 2 weapclose of Con D 1 1 1 1 1 1 1 1 1 1 1 1	A 2 2 Lerve te roll of a to 1 w	tence: LD 10 10 then making attacks, to ests. 6 the mood wound renow the concernation of the mood wound renown the concernation of the concernation of the mood wound renown the concernation of the mood wound renown the concernation of the concernation of the mood wound renown the concernation of the	del is not tal anaining with New Red 26 PC SV 3+ ABILITIES	cruit: DINTS MAX g attacks of the profile. ken out of the no flesh cruit: DINTS MAX A A A A A A A A A A A A

NAME									12 PC	INTS
	M	WS	BS	S	T	W	A	LD	SV	MAX
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	
WEAPON	RANGE	T	YPE	S	AP	D)	ı	ABILITIES	
Gauss Flayer	24"	Rapio	d Fire 1	4	-1	1			-	
Abilities										
Reanimation Protocols		, .			odel, on an nd. Instead wou	it is restor				
Experience: 🗌 🗎 🗖				Flesh Wo	ounds: 🗆		onvalesc	cence: 🗆	New Re	cruit: 🗆
				Novo	kh				12 PC	DINTS
NAME										
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
	M 5"	WS 3+	B\$ 3+	\$ 4	T 4	W 1	1	10	SV 4+	MAX
Necron Warrior		3+					1	10		MAX
Necron Warrior NEAPON Gauss Flayer	5"	3+ T	3+	4	4	1	1	10	4+	MAX
Necron Warrior WEAPON Gauss Flayer Abilities Reanimation	5" RANGE 24" When an	3+ Rapid	3+ YPE d Fire 1	4 S 4 for this mo	4 AP	1 1 unmodificit is restor	1 ed roll of	10 6 the mod	4+ ABILITIES - lel is not ta	ken out of
Necron Warrior WEAPON Gauss Flayer Abilities Reanimation Protocols	5" RANGE 24" When an action an	Rapio Rapio Injury redd does n	3+ YPE d Fire 1 oll is made oot suffer a	4 4 for this me flesh wour	4 AP -1 odel, on an nd. Instead wou	1 1 unmodifie it is restor	ed roll of red to 1 w	6 the modern from the modern f	4+ ABILITIES - lel is not ta	ken out of h no flesh
Necron Warrior WEAPON Gauss Flayer Abilities Reanimation Protocols	5" RANGE 24" When an action an	Rapio Rapio Injury redd does n	3+ YPE d Fire 1 oll is made oot suffer a	4 for this monthlesh woundership wounders	4 AP -1 odel, on an nd. Instead wou	1 1 unmodifie it is restor	ed roll of red to 1 w	6 the modern from the modern f	4+ ABILITIES - lel is not ta aining with	ken out of h no flesh
Necron Warrior WEAPON Gauss Flayer Abilities Reanimation Protocols Experience:	5" RANGE 24" When an action an	Rapio Rapio Injury redd does n	3+ YPE d Fire 1 oll is made oot suffer a	4 4 for this me flesh wour	4 AP -1 odel, on an nd. Instead wou	1 1 unmodifie it is restor	ed roll of red to 1 w	6 the modern from the modern f	4+ ABILITIES - lel is not ta aining with	ken out of h no flesh
Necron Warrior NEAPON Gauss Flayer Abilities Reanimation Protocols Experience: NAME	S" RANGE 24" When an action an	3+ Ti Rapid Rapid does n	3+ YPE d Fire 1 oll is made oot suffer a	4 S 4 for this months would be shown the sh	4 AP -1 odel, on an nd. Instead wou	1 1 unmodificit is restorneds.	ed roll of red to 1 w	6 the modern from the following tence:	4+ ABILITIES Let is not ta aining with	ken out of h no flesh cruit:
Necron Warrior WEAPON Gauss Flayer Abilities Reanimation Protocols Experience: NAME Necron Warrior	S" RANGE 24" When an action and strip action action and strip action action and strip action action and strip action	Rapid Rapid does n	3+ YPE d Fire 1 oll is made ot suffer a BS 3+	\$ 4 for this me flesh wound flesh Wound Meph	AP -1 odel, on an and. Instead wou	1 1 unmodifie it is restor nds.	ed roll of tred to 1 w	6 the modern formation of the modern formation of the modern formation of the modern formation of the modern formation for the modern formation of the modern formation for the modern formation formation for the modern formation formation for the modern formation for the modern formation for the modern formation for the	4+ ABILITIES - Idel is not ta alaining with the second se	ken out of h no flesh cruit:
Necron Warrior WEAPON Gauss Flayer Abilities Reanimation Protocols Experience: NAME Necron Warrior WEAPON	S" RANGE 24" When an action and	3+ Ti Rapio Injury redd does n	3+ YPE d Fire 1 oll is made oot suffer a BS 3+	4 S 4 for this me flesh wound Flesh We Meph S 4	4 AP -1 odel, on an and. Instead wou	1 D 1 unmodified it is restor nds.	ed roll of red to 1 w	6 the modern formation of the modern formation of the modern formation of the modern formation of the modern formation for the modern formation of the modern formation for the modern formation formation for the modern formation formation for the modern formation for the modern formation for the modern formation for the	4+ ABILITIES - lel is not ta aining with the second	ken out of h no flesh cruit:
Necron Warrior WEAPON Gauss Flayer Abilities Reanimation Protocols Experience: NAME Necron Warrior	RANGE 24" When an action and strong action and strong and strong action action and strong action action and strong action	3+ Ti Rapio Injury redd does n	3+ YPE d Fire 1 oll is made ot suffer a BS 3+	for this months would be shown that the shown that	AP -1 odel, on an and. Instead would would the state of	1 D 1 unmodificitis restor nds.	ed roll of red to 1 w	6 the modern formation of the modern formation of the modern formation of the modern formation of the modern formation for the modern formation of the modern formation for the modern formation formation for the modern formation formation for the modern formation for the modern formation for the modern formation for the	A+ ABILITIES New Rev 12 PC SV 4+ ABILITIES	ken out of h no flesh cruit: