COMMAND ROSTER

PLAYER NAME FACTION Necrons

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Immortal	Gauss Blaster,		Leader, Novokh, Reanimation Protocols,		16
	Flayed One	Flayer Claws,		Veteran, Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Zealot, Novokh, Reanimation Protocols,		10
	Lychguard	Warscythe,		Combat, Novokh, Guardian Protocols, Reanimation Protocols,		20
	Flayed One	Flayer Claws,		Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Novokh, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Novokh, Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Novokh, Reanimation Protocols,		16
	Necron Warrior	Gauss Flayer,		Novokh, Reanimation Protocols,		12
	Immortal	Gauss Blaster,		Leader, Mephrit, Reanimation Protocols,		16
	Flayed One	Flayer Claws,		Combat, Mephrit, Reanimation Protocols,		10
	Flayed One	Flayer Claws,		Zealot, Mephrit, Reanimation Protocols,		10
	Immortal	Gauss Blaster,		Comms, Mephrit, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Mephrit, Reanimation Protocols,		16
	Immortal	Gauss Blaster,		Mephrit, Reanimation Protocols,		16
	Immortal	Tesla Carbine,		Mephrit, Reanimation Protocols,		16
	Necron Warrior	Gauss Flayer,		Mephrit, Reanimation Protocols,		12
	Triarch Praetorian	Rod of covenant - ranged, Rod of covenant - melee, Rod of covenant,		A Purpose Unshakeable, Reanimation Protocols,		26
	Necron Warrior	Gauss Flayer,		Mephrit, Reanimation Protocols,		12

				Nove	okh]	16 PC	INTS
NAME	М	WS	BS	S	T	W	A	L	D	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	1	0	3+	
WEAPON	RANGE	TYF	PE	S	AP		D		AB	ILITIES	
Gauss Blaster	24"	Rapid	Fire 1	5	-2		1			-	
Abilities											
Reanimation Protocols		, ,			odel, on an ind. Instead wou						
Specialism: Leade	er										
Resourceful	As long as	this mode	el is on the		eld and not eginning of				tional (Commar	nd Point
Experience: 🗆 🗆 [-		□	Flesh W	Vounds: □		Conv	alescence	e: 🗆 N	New Re	cruit: [
				Nove	okh]	10 PC	INT
NAME	М	WS	BS	S	T	W	A	L	D	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	1	0	4+	
WEAPON	RANGE	TYF	E	S	AP		D		AB	ILITIES	
Flayer Claws	Melee	Mel	lee 1	User	0		1	Re-roll		vound ro eapon.	olls for th
Abilities	3771	r · 11	. 1.0	.1 •	1.1	1	·C 1 1	1 62.1	1.1	•	1 .
Reanimation Protocols					odel, on an ind. Instead woi						
Specialism: Veter Grizzled	ali	This mo	odel ignores	penalti	ies to its Le	adership	charac	teristic an	d Nerv	re tests.	
Grizzled]		Vounds: □	Ŷ			e: 🗆 1	New Re	
Grizzled]	Flesh W	Vounds: □	Ŷ		alescence	e: 🗆 1	New Re	
Grizzled Experience: Experience	000	<u> </u>	□	Flesh W	Vounds: □ okh	100	Conva	alescence	e: 🗆 1	New Re	INT
Grizzled Experience: NAME Flayed One		ws ws	BS 6+	Flesh W	Vounds: □ okh T	W	Conva	alescence	e: D O	New Re	INT
Experience: NAME Flayed One WEAPON	M 5"	WS 3+	BS 6+	Novo	Vounds: □ okh I 4	W	Conva	alescence L 1	e: D O AB failed v	New Re 10 PC SV 4+ ILITIES	DINT:
Experience: NAME Flayed One WEAPON Flayer Claws	M 5" RANGE Melee	WS 3+ TYF	BS 6+	Novo S 4 S User	Wounds: □ bkh I 4 AP 0	W 1	Conva	L 1 Re-roll	D D AB failed w	New Re 10 PC SV 4+ ILITIES wound re eapon.	MAX
Experience: NAME Flayed One NEAPON Flayer Claws Abilities Reanimation	M 5" RANGE Melee	WS 3+ TYF Mel	BS 6+ DE is made fo	Nove S 4 S User	Vounds: Dokh I 4 AP 0 odel, on an and. Instead	W 1	A 3 3 D 1	L Re-roll	DD O AB failed www.model	New Re 10 PC SV 4+ ILITIES wound re eapon.	MAX olls for the
Experience: NAME Flayed One WEAPON Flayer Claws Abilities Reanimation Protocols	M 5" RANGE Melee When an action an	WS 3+ TYF Mel	BS 6+ DE is made fo	Nove S 4 S User	Vounds: Dokh I 4 AP 0 odel, on an and. Instead	W 1	A 3 3 D 1	L Re-roll	DD O AB failed www.model	New Re 10 PC SV 4+ ILITIES wound re eapon.	MAX olls for the
-	M 5" RANGE Melee When an action an	WS 3+ TYF Mel Injury roll d does no	BS 6+ PE is made fo	Nove S 4 S User r this m	Vounds: Dokh I 4 AP 0 odel, on an and. Instead wot	W 1 unmod it is rests	A 3 D 1 1 iffed rol to to red to	Re-roll l of 6 the 1 wound	DD D O AB failed v we model I remain	New Re 10 PC SV 4+ ILITIES vound re eapon. is not tal ning with	MAX olls for t

mod COM: ien an Ir	lels with tl MANDE njury roll i	e +2 the a COMMANI this ability; on a 2 R does not lose a s made for this m suffer a flesh wou	+ choose one wound but to nodel, on an u	e of those noted the model y unmodified it is restore	nodels to i you chose I roll of 6 t	e within 3 ntercept t suffers a r he model	hat hit - the nortal wor is not tak	he und.
ANGE Melee Roll a Do mod COM nen an Ir	TYPE Mele 6 each tim dels with the MANDE	e +2 e a COMMANI his ability; on a 2 R does not lose a s made for this m suffer a flesh wou	AP -4 DER loses a v + choose one wound but to the choose one would be to the choose of the choose one would be to the choose of the choose one would be to the choose of the choo	wound white of those rethermodel y	ilst they are nodels to i you chose I roll of 6 t	e within 3 ntercept t suffers a r	of any front of an	he und.
Melee Roll a Do mod COM	Mele 6 each tim dels with tl MANDE	e +2 the a COMMANI this ability; on a 2 R does not lose a s made for this m suffer a flesh wou	-4 DER loses a v + choose one wound but to nodel, on an u	wound white of those rethermodely unmodified it is restore	nodels to i you chose I roll of 6 t	e within 3 ntercept t suffers a r he model	of any fi that hit - the nortal wor	he und.
Roll a Do mod COM nen an Ir	6 each tim lels with tl MANDEI njury roll i:	e a COMMANI his ability; on a 2 R does not lose a s made for this m suffer a flesh wou	DER loses a v + choose one wound but to nodel, on an u and. Instead	wound white of those notes the model y	nodels to i you chose I roll of 6 t	ntercept t suffers a r he model	hat hit - the nortal wor is not tak	he und.
mod COM: ien an Ir	lels with tl MANDE njury roll i	his ability; on a 2 R does not lose a s made for this m suffer a flesh wou	+ choose one wound but to nodel, on an u and. Instead	e of those noted the model y unmodified it is restore	nodels to i you chose I roll of 6 t	ntercept t suffers a r he model	hat hit - the nortal wor is not tak	he und.
mod COM: ien an Ir	lels with tl MANDE njury roll i	his ability; on a 2 R does not lose a s made for this m suffer a flesh wou	+ choose one wound but to nodel, on an u and. Instead	e of those noted the model y unmodified it is restore	nodels to i you chose I roll of 6 t	ntercept t suffers a r he model	hat hit - the nortal wor is not tak	he und.
	, ·	suffer a flesh wou	ınd. Instead i	it is restore				en out o
		Add 1 to t					ining with	
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			this model's A	Attacks cha	racteristic			
		l 🗆 🗀 Flesh V		□ □ Co	onvalesce			
M	WS	BS S	T	W	A	LD	SV	MAX
i"	3+	6+ 4	4	1	3	10	4+	
ANGE	TYPE	S	AP	D		AB	ILITIES	
Melee	Mele	e User	0	1	Re-r			lls for th
_				4:2				
			woui	nds.				
		∏ ☐ Flesh V					New Rec	INTS
M 5"	WS 3+		okh	□ □ Co W 1	nvalescen		10 PO	
VI ;"	WS 3+	Nove BS S 6+ 4	okh T 4	W 1	A	LD 10	10 PO SV 4+	INTS
И	WS	Novo BS	okh T	W	A 3	LD 10 AB	10 PO SV 4+ SILITIES wound rol	INTS MAX
M ," ANGE	WS 3+ TYPE	Novo BS	okh T 4	W 1 D	A 3	LD 10 AB	10 PO SV 4+ SILITIES	INTS MAX
	" ANGE Melee en an Ir	" 3+ ANGE TYPE Melee Melee en an Injury roll is	WS BS S 3+ 6+ 4 ANGE TYPE S Melee Melee User en an Injury roll is made for this m	" 3+ 6+ 4 4 ANGE TYPE S AP Melee Melee User 0 en an Injury roll is made for this model, on an injury and does not suffer a flesh wound. Instead	WS	WS BS S T W A " 3+ 6+ 4 4 1 3 ANGE TYPE S AP D Helee Melee User 0 1 Re-re en an Injury roll is made for this model, on an unmodified roll of 6 to ion and does not suffer a flesh wound. Instead it is restored to 1 wounds.	WS BS S T W A LD " 3+ 6+ 4 4 1 3 10 ANGE TYPE S AP D AB Melee Melee User 0 1 Re-roll failed w en an Injury roll is made for this model, on an unmodified roll of 6 the model ion and does not suffer a flesh wound. Instead it is restored to 1 wound remainst the second of the model in the second of the	WS BS S T W A LD SV 3+ 6+ 4 4 1 3 10 4+ ANGE TYPE S AP D ABILITIES Alelee Melee User 0 1 Re-roll failed wound rol weapon. The man Injury roll is made for this model, on an unmodified roll of 6 the model is not take ion and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with

REAPON RANGE TYPE S AP D REAPONTS Novokh 10 POINTS NEAPON RANGE TYPE S AP D RECORD STATE OF THE SECRETIC OF SHE MOUNDS: SECR
Melee Melee User 0 1 Re-roll failed wound rolls for this weapon. Abilities 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 wounds. Instead it is restored to 1 wound remaining with no flesh wounds. Novokh 10 POINTS NAME M WS BS S I W A LD SV MAX Flayed One 5" 3+ 6+ 4 4 1 3 10 4+ Elayer Claws Melee Melee User 0 1 Re-roll failed wound rolls for this weapon. 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 16 POINTS
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Reanimation action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flesh
Profocols

				Novo	kh				12 PC	INTS
NAME	М	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	0	l	A	BILITIES	
Gauss Flayer	24"	Rapio	d Fire 1	4	-1	1			-	
Abilities				2		4.0				
Reanimation Protocols					odel, on an i nd. Instead					
experience: 🗆 🗆 🗖		<u> </u>		Flesh W			Convales	cence: 🗆	New Re	
NAME	М	WS	BS	S	T	w	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	3+	- IIII
WFAPON	RANGE		YPE	S	AP	0			BILITIES	
Gauss Blaster	24"		d Fire 1	5	-2	1			-	
Abilities										
Reanimation Protocols	action and	, ,			odel, on an nd. Instead wou	it is resto				
Specialism: Leader Resourceful		this moo	del is on th		ld and not s			n additiona	l Comman	d Point a
Experience: 🗆 🗆 🖸		<u> </u>		Flesh W			Convales	cence: 🗆	New Re	cruit: □
1				Meph					10 PC	INTS
	M	WS	BS	Meph \$		W	A	LD	10 PC	OINTS Max
NAME	M 5"	WS 3+	B\$ 6+		nrit			LD 10		
IAME Flayed One		3+		S	nrit T	W	A 3	10	SV	
NAME Flayed One NEAPON	5"	3+ T	6+	\$ 4	nrit T 4	W 1	A 3	10 A e-roll failed	SV 4+ BILITIES	MAX
NAME Flayed One NEAPON Flayer Claws	5" RANGE	3+ T	6+ (PE	\$ 4 \$	T 4 AP	W 1	A 3	10 A e-roll failed	SV 4+ BILITIES I wound ro	MAX
NAME Flayed One NEAPON Flayer Claws Abilities Reanimation	5" RANGE Melee	3+ M	6+ (PE elee	S 4 S User	T 4 AP	W 1 1 unmodifi	A 3	10 A e-roll failed	SV 4+ BILITIES I wound roweapon. el is not tal	MAX
NAME Flayed One WEAPON Flayer Claws Abilities Reanimation Protocols Specialism: Comba Expert Fighter	5" RANGE Melce When an I action and	3+ M	6+ /PE elee elsi is made ot suffer a	S User for this mo	T 4 AP 0 odel, on an and. Instead	W 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	A 3 Red roll of	10 A e-roll failed 6 the mod ound rema	SV 4+ BILITIES I wound roweapon. el is not tal	MAX alls for thi

REAPON RANGE Flayer Claws Melee Abilities Reanimation action and action and Protocols Specialism: Zealot Frenzied You can a Experience:	d does not	s made for suffer a fless model's A	Attacks and Mephr S 4 5 5 5 5 5 5	nd Streng char	it is rest ands. gth chara rged.	ored to	of 6 the n 1 wound r s in a batt	ABILITIES tiled wound i weapon. model is not t emaining wi le round in v	aken out o th no flesh which they
REAPON RANGE Flayer Claws Melee Abilities Reanimation action and action and Protocols Specialism: Zealot Frenzied You can a Sexperience:	Mele Injury roll is d does not add 1 to this WS 3+ TYPE Rapid F	e UUs s made for suffer a fless model's A BS 3+ E ire 1	this mod h wound Attacks an Mephr S 4 S this mod	AP 0 del, on an del, Instead would streng characterist T 4 AP	unmodi it is rest ands. gth chara gged.	D 1 1 Conva A 1	Re-roll fa of 6 the m 1 wound r s in a batt	ABILITIES and the second of t	aken out or th no flesh which they ecruit:
Abilities Reanimation Protocols Repecialism: Zealot Frenzied AME M MAME M M M M M M M M M M M M	Mele Injury roll i. d does not. add 1 to thi WS 3+ TYPI Rapid F	s made for suffer a fless model's A	this mod this mod Attacks an Attacks an Mephr S 4 S 5	0 del, on an I. Instead wou nd Streng chan chan rit T 4 AP	it is rest	1 Conva	of 6 the n I wound n s in a batt	weapon. nodel is not to the maining with the round in vertical to the	aken out or th no flesh which they ecruit:
Abilities Reanimation Protocols Specialism: Zealot Frenzied You can a Experience:	Injury roll is d does not add 1 to this add	s made for suffer a fless model's A BS 3+ E ire 1	this mod h wound Attacks an Mephr S 4 S 5	del, on an del Instead would streng characterist T 4	it is rest	Conva	of 6 the n I wound n s in a batt	weapon. nodel is not to the maining with the round in volume in volume in the round in vol	aken out or th no flesh which they ecruit:
Reanimation Protocols Specialism: Zealot Frenzied Specialism: Zealot You can a Experience: Frenzied Specialism: Comms Specialism: Comms Conce per	d does not add 1 to thi	s model's A B B B 3+ E ire 1	Attacks and Mephr S 4 5 5 5 5 5 5	nd Streng char char trit	it is rest	Conva	s in a batt	□ New R 16 P0 SV 3+	th no flesh which they ecruit:
Accommation action and action acti	d does not add 1 to thi	s model's A B B B 3+ E ire 1	Attacks and Mephr S 4 5 5 5 5 5 5	nd Streng char char trit	it is rest	Conva	s in a batt	□ New R 16 P0 SV 3+	th no flesh which they ecruit:
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MAME M Immortal 5" VEAPON RANGE Gauss Blaster 24" Abilities Reanimation action and action and specialism: Comms Gauss Comms Concepts Oncepts	WS 3+ TYPI Rapid F	BS 3+ E iire 1	Mephr 8 4 S 5 this mod	unds: rit T 4 AP	W	A 1 D	LD	16 PC SV 3+	OINTS
WEAPON RANGE Gauss Blaster 24" Abilities Reanimation Protocols Specialism: Comms Ganner Once per	3+ TYPP Rapid F Injury roll is	BS 3+ E ire 1 s made for	\$ 4 \$ s this mod	T 4 AP		1 D	_	SV 3+	
WEAPON RANGE Gauss Blaster 24" Abilities Reanimation Protocols Specialism: Comms Ganner Once per	3+ TYPP Rapid F Injury roll is	3+ Error ire 1	4 S 5	4 AP		1 D	_	3+	MAX
TEAPON RANGE Gauss Blaster 24" Abilities Reanimation action and action and protocols Specialism: Comms Concepts Concepts Concepts	TYPI Rapid F Injury roll is	ire 1	\$ 5 this mod	AP	1	D	10		
Gauss Blaster 24" Abilities Accanimation action and action and protocols Appecialism: Comms Conner Once per	Rapid F Injury roll i	ire 1	5 this mod					ABILITIES	
bilities Leanimation rotocols Pecialism: Comms Canner Once per	Injury roll i	s made for	this mod	-2		1			
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AME M	WS	BS	S	T	W	A	LD		MAX
mmortal 5"	3+	3+	4	4	1	1	10	3+	
ZEAPON RANGE	TYPI		S	AP		D		ABILITIES	
Gauss Blaster 24"	Rapid F	ire 1	5	-2		1			
bilities									
				d. Instead				nodel is not t remaining wi	

				Meph	nrit				16 PC	DINTS
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
mmortal	5"	3+	3+	4	4	1	1	10	3+	
VEAPON	RANGE	TYI	PE	S	AP		D		ABILITIES	
Gauss Blaster	24"	Rapid	Fire 1	5	-2		1		-	
Abilities	Whoman	[minum, mol]	1 :	for this m	odel, on an		God noll o	f (th a m a	dal ia manna	Iran aus af
Reanimation Protocols		, .			nd. Instead	it is rest				
					wou	nds.				
xperience: 🗆 🗆 [Flesh W	ounds: □		Convale	scence:	New Re	ecruit: 🗆
				Mepl	nrit				16 PC	DINTS
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
mmortal	5"	3+	3+	4	4	1	1	10	3+	
VEAPON	RANGE	TY	PE	S	AP		D		ABILITIES	
Гesla Carbine	24"	Assat	ult 2	5	0		1		nodified hit weapon cau	
Abilities								with this v	veapon cau	ises Jilits.
	When an I	Injury roll	l is made	for this mo	odel, on an	unmodi	fied roll o	f 6 the mo	del is not ta	ken out of
Reanimation Protocols					nd. Instead	it is rest				
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ixperience: □□ [<u> </u>		Flesh W	⁄ounds: □		Convale	escence: □] New Re	ecruit: 🗆
Experience: 🗆 🗖	-	001		Flesh W			Convale	sscence: □		ecruit: DINTS
		WS	BS				Convale	escence: [
IAME	M			Meph	nrit				12 PC	DINTS
IAME Necron Warrior	M	WS	B\$ 3+	Mepl \$	nrit T	W	A	LD 10	12 PC	DINTS
NAME Necron Warrior	M - 5"	WS 3+	BS 3+	Meples 8	nrit T 4	W	A 1	LD 10	12 PC SV 4+	DINTS
NAME Necron Warrior NEAPON Gauss Flayer	M 5" RANGE	WS 3+	BS 3+	Meph s 4	nrit T 4 AP	W	A 1 D	LD 10	12 PC SV 4+ ABILITIES	DINTS
NAME Necron Warrior NEAPON Gauss Flayer Abilities	M 5" RANGE 24" When an l	WS 3+ TYI Rapid	BS 3+ PE Fire 1	Meph S 4 S 4	T 4 AP -1	W 1	A 1 D 1	LD 10	12 PC SV 4+ ABILITIES -	MAX Max
NAME Necron Warrior NEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an l	WS 3+ TYI Rapid	BS 3+ PE Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1	A 1 D 1	LD 10	12 PC SV 4+ ABILITIES -	MAX Max
Experience: NAME Necron Warrior NEAPON Gauss Flayer Abilities Reanimation Protocols	M 5" RANGE 24" When an l	WS 3+ TYI Rapid	BS 3+ PE Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1	A 1 D 1	LD 10	12 PC SV 4+ ABILITIES -	MAX Max
NAME Necron Warrior NEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an l	WS 3+ TYI Rapid	BS 3+ PE Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1	A 1 D 1	LD 10	12 PC SV 4+ ABILITIES -	MAX Max
NAME Necron Warrior NEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an l	WS 3+ TYI Rapid	BS 3+ PE Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1	A 1 D 1	LD 10	12 PC SV 4+ ABILITIES -	MAX Max
NAME Necron Warrior NEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an l	WS 3+ TYI Rapid	BS 3+ PE Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1	A 1 D 1	LD 10	12 PC SV 4+ ABILITIES -	DIN'TS MAX
NAME Necron Warrior NEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an l	WS 3+ TYI Rapid	BS 3+ PE Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1	A 1 D 1	LD 10	12 PC SV 4+ ABILITIES -	DIN'TS MAX
IAME Necron Warrior JEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an l	WS 3+ TYI Rapid	BS 3+ PE Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1	A 1 D 1	LD 10	12 PC SV 4+ ABILITIES -	DIN'TS MAX
IAME Necron Warrior VEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an l	WS 3+ TYI Rapid	BS 3+ PE Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1	A 1 D 1	LD 10	12 PC SV 4+ ABILITIES -	DIN'TS MAX

NAME M WS BS S T W A LD SV MAX Triarch Practorian 10" 3+ 3+ 3+ 5 5 5 2 2 10 3+ - WEAPON RANGE TYPE S AP D ABILITIES Rod of covenant- ranged Rod of covenant- melce Melce Melce Melce User -3 1 - This weapon can be used as a ranged weapon and a melce weapon. When making shooting attacks firing Overwatch, use the ranged profile; when making close combat attacks, use the melce profile Abilities A Purpose Unshakeable Reanimation Protocols When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles wounds. Mephrit 12 POINT MAME M WS BS S T W A LD SV MAX Necron Warrior 5" 3+ 3+ 4 4 4 1 1 10 4+ WEAPON RANGE TYPE S AP D ABILITIES Gauss Flayer Abilities When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wounds. SEXPERITED TO THE										26 PC	INT
Practorian 10" 3+ 3+ 5 5 2 2 10 3+ -	NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Rod of covenant ranged Rod of covenant Rod of covena		10"	3+	3+	5	5	2	2	10	3+	-
Rod of covenant melee Rod of covenant melee Rod of covenant This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks firing Overwatch, use the ranged profile; when making close combat attacks, use the melee profile Abilities A Purpose Unshakeable Reanimation Protocols When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wounds. Experience:	WEAPON	RANGE	T	YPE	S	AP	ı)	ı	ABILITIES	
Melee Melee User -3 1		12"	Ass	ault 1	5	-3		1			
Abilities A Purpose Unshakeable Reanimation Protocols Mephrit The point of the model is not taken out action and does not suffer a flesh wounds. The point of the model is not taken out action and does not suffer a flesh wounds: Mephrit		Melee	М	ielee	User	-3		1		-	
A Purpose Unshakeable Reanimation Protocols When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles wounds. Experience: Mephrit 12 POINT MAME M WS BS S T W A LD SV MAX Necron Warrior 5" 3+ 3+ 4 4 1 1 1 10 4+ WEAPON RANGE TYPE S AP D ABILITIES Gauss Flayer 24" Rapid Fire 1 4 -1 1 - Abilities Reanimation Reanimation Reanimation Reanimation Protocols When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles	Rod of covenant	_			-	•					
Unshakeable Reanimation Protocols When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles wounds. Experience: Mephrit 12 POINT MAME M WS BS S T W A LD SV MAX Necron Warrior 5" 3+ 3+ 4 4 1 1 1 10 4+ WEAPON RANGE TYPE S AP D ABILITIES Gauss Flayer 24" Rapid Fire 1 4 -1 1 - Abilities Reanimation Reanimation Remainmation Remainmation Protocols When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles	Abilities										
Action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flest wounds. Experience:					This model	automatic	ally passe	s Nerve t	ests.		
Mephrit 12 POINT 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 - Abilities Reanimation Reanimation action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles						nd. Instead	it is resto				
WEAPON RANGE TYPE S AP D ABILITIES Gauss Flayer 24" Rapid Fire 1 4 -1 1 Abilities Reanimation Reanimation action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles	Experience: 🗆 🗆 🗖				Flesh W	ounds: 🗆		Convales	cence: 🗆	New Re	cruit: [
Abilities Reanimation Protocols When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles					Meph	ırit				12 PC	
Abilities Reanimation Protocols When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles	NAME	M	WS	BS	Meph \$	nrit T	W	A	LD	12 PC	INT
Reanimation Protocols When an Injury roll is made for this model, on an unmodified roll of 6 the model is not taken out action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no fles	NAME Necron Warrior	M 5"	WS 3+	BS 3+	Meph \$	rit T 4	W 1	A 1	LD 10	12 PC sv 4+	INT
Reanimation action and does not suffer a flesh wound. Instead it is restored to 1 wound remaining with no flesh	NAME Necron Warrior WEAPON	M 5" RANGE	WS 3+	BS 3+	Meph S 4	T 4 AP	W 1	A 1	LD 10	12 PC sv 4+	INT
	NAME Necron Warrior WEAPON Gauss Flayer	M 5" RANGE	WS 3+	BS 3+	Meph S 4	T 4 AP	W 1	A 1	LD 10	12 PC sv 4+	INT
	NAME Necron Warrior WEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an	WS 3+ TY Rapid	BS 3+ YPE d Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1 unmodifit is resto	A 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	LD 10 6 the mod	12 PC SV 4+ ABILITIES -	MAX ken out
	NAME Necron Warrior WEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an	WS 3+ TY Rapid	BS 3+ YPE d Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1 unmodifit is resto	A 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	LD 10 6 the mod	12 PC SV 4+ ABILITIES -	MAX ken out
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	NAME Necron Warrior WEAPON Gauss Flayer Abilities Reanimation	M 5" RANGE 24" When an	WS 3+ TY Rapid	BS 3+ YPE d Fire 1	Meph S 4 S 4	T 4 AP -1 odel, on an and. Instead	W 1 unmodifit is resto	A 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	LD 10 6 the mod	12 PC SV 4+ ABILITIES -	MAX ken out
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