

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	-				

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 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.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Mephrit

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.				

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 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.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Flayer Claws	Melee	Melee	User	0	1	Re-roll failed wound rolls for this weapon.				

Abilities:

Reanimation
Protocols

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Specialism: Combat

Expert Fighter

Add 1 to this model's Attacks characteristic.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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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	-				

Abilities:

Reanimation
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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: Comms

Scanner

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.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

10 Points

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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.				

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 wound. Instead it is restored to 1 wound remaining with no flesh wounds.

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Gauss Blaster	24"	Rapid Fire 1	5	-2	1	-				

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 wound. Instead it is restored to 1 wound remaining with no flesh wounds.

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20 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Lychguard	5"	3+	3+	5	5	2	2	10	3+	-
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Warscythe	Melee	Melee	+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: ☐☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐