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

				Nov	okh				16	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	3+	
WEAPON	RANGE	TY	/PE	S	AP		D	A	BILITIES	;
Gauss Blaster	24"		ipid re 1	5	-2		1		-	
Abilities:										
Reanimation Protocols		, .	t of acti	on and d		ffer a f	lesh wo	odified ro ound. Inst wounds.		
Specialism:	Leader									
Resourceful	As long							en, you ga battle roui		ditiona
Experience: $\Box\Box$] 🗆 🗖 F	Flesh Wo	unds: 🗆		onvale	scence: 🗆	New Re	ecruit: [
				Nov					10	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
WEAPON	RANGE	TY	/PE	S	AP		D	A	BILITIES	
Flayer Claws	Melee	M	lelee	User	0		1	Re-roll fa for t	iled wot his weap	
Flayer Claws Abilities:	Melee	M	lelee	User	0		1			
•	When ar	ı Injur	y roll is t of action	made for on and de	this mod	ffer a f	an unm lesh wo	for to odified ro ound. Inst	his weap	oon. ne mod
Abilities: Reanimation Protocols Specialism:	When ar is not ta	n Injury ken ou	y roll is t of action to 1 v	made for on and do wound re	this moc oes not su emaining	ffer a fl with no	nn unm lesh wo	for to odified ro ound. Inst wounds.	his weap oll of 6 th	oon. ne mod restored
Abilities: Reanimation Protocols	When ar is not ta Veteral This	n Injury ken ou 1 model	y roll is t of action to 1 v	made for on and do wound re penalties	e this moc oes not su emaining s to its Lea unds:	ffer a f with no dership	an unm lesh wo o flesh o chara	for to odified ro ound. Inst	his weap bill of 6 th tead it is	e tests.
Abilities: Reanimation Protocols Specialism: Grizzled Experience:	When ar is not ta	a Injury ken ou I model	y roll is t of action to 1 v ignores	made for on and do wound re penalties Flesh Wo	e this moc oes not su emaining s to its Lea unds:	ffer a fl with no dership	an unm lesh we o flesh o chara Convale	for to odified roound. Instead wounds.	his weap boll of 6 th tread it is and Nerve New Re	ne moderestored e tests. ecruit: [
Abilities: Reanimation Protocols Specialism: Grizzled Experience:	When ar is not ta	n Injuryken ou 1 model	y roll is t of action to 1 viliation ignores	made for on and do wound re penalties Flesh Wo Nov	e this moc oes not su emaining s to its Lea unds: okh	ffer a fi	an unm lesh we o flesh o chara convale	for to codified recound. Instead wounds.	his weap boll of 6 th tead it is and Nerve New Ro	e tests.
Abilities: Reanimation Protocols Specialism: Grizzled Experience:	When ar is not ta Veteral This i	Injuryken ou Imodel WS 3+	y roll is t of action to 1 via signores BS 6+	made for on and do wound rependities Flesh Woo Nov	er this moc oes not su emaining s to its Lea unds: okh	ffer a fl with no dership	en unm lesh wo o flesh o charac Convale	for to codified room. Instead of the control of the	his weap boll of 6 th and Nerve New Ro 10 SV 4+	ne moderestored e tests. Point MAX
Abilities: Reanimation Protocols Specialism: Grizzled Experience:	When ar is not ta	Injuryken ou Imodel WS 3+	y roll is t of action to 1 viliation ignores	made for on and do wound re penalties Flesh Wo Nov	e this moc oes not su emaining s to its Lea unds: okh	ffer a fi	an unm lesh we o flesh o chara convale	for to codified recound. Instead wounds.	his weap boll of 6 th tead it is New Ro 10 \$V 4+ BILITIES	ne moderestorece etests.
Abilities: Reanimation Protocols Specialism: Grizzled Experience:	When ar is not ta Veteral This i	ws 3+	y roll is t of action to 1 via signores BS 6+	made for on and do wound rependities Flesh Woo Nov	er this moc oes not su emaining s to its Lea unds: okh	ffer a fi	en unm lesh wo o flesh o charac Convale	for to codified recound. Instead wounds. cteristic and ct	his weap boll of 6 th tead it is New Ro 10 \$V 4+ BILITIES	e tests. Point MAX
Abilities: Reanimation Protocols Specialism: Grizzled Experience:	When ar is not ta Veterar This s M 5" RANGE	ws 3+	y roll is t of action to 1 via signores BS 6+	made for on and do wound rependities Flesh Woo Nov \$ 4	er this moc oes not su emaining s to its Lea unds: okh T 4 AP	ffer a fi	nn unm lesh wo o flesh o charac Convale	for to codified recound. Instead wounds. cteristic and ct	his weap boll of 6 th tead it is New Ro 10 \$V 4+ BILITIES tiled wor	e tests. Point MAX
Abilities: Reanimation Protocols Specialism: Grizzled Experience:	When ar is not ta Veteral This r M 5" RANGE Melee	WS 3+ TY	y roll is t of action to 1 via signores BS 6+ (PE delee	made for on and do wound repenalties Flesh Woo Nov \$ 4 \$ User made for on and do	r this mocoes not suremaining s to its Lea unds: okh T AP 0 r this moc	ffer a fi	an unmilesh woo flesh o character of the convale of	for to codified room. Instead of the codified room. Instead of the codified room. Instead of the codified room.	his weap bill of 6 th tead it is New Ro 10 SV 4+ BILITIES tiled woth his weap	Point MAX
Abilities: Reanimation Protocols Specialism: Grizzled Experience: NAME Flayed One WEAPON Flayer Claws Abilities: Reanimation	When ar is not ta Veteral This r M 5" RANGE Melee	WS 3+ TY	y roll is t of action to 1 via signores BS 6+ (PE delee	made for on and do wound repenalties Flesh Woo Nov \$ 4 \$ User made for on and do	r this mocoes not suremaining s to its Lea unds: okh T AP 0 r this mocoes not su	ffer a fi	an unmilesh woo flesh o character of the convale of	for to codified room. Instead of the codified room. Instead of the codified room. Instead of the codified room.	his weap bill of 6 th tead it is New Ro 10 SV 4+ BILITIES tiled woth his weap	Point MAX

			Nove	okh				20	Point
IAME	M	WS BS	S	T	W	A	LD	SV	MAX
Lychguard	5"	3+ 3+	5	5	2	2	10	3+	-
VEAPON	RANGE	TYPE	S	AP		D	A	BILITIES	
Varscythe	Melee	Melee	+2	-4		2		-	
bilities:									
Guardian Protocols	any fri intercept	each time a lendly mode that hit - the	els with thi COMMA choses	is ability; ANDER o suffers a	on a 2- does no mortal	+ choos ot lose a wound	e one of the wound be	ose mod ut the mo	els to odel you
Reanimation Protocols		Injury roll i en out of act to 1		es not su	ffer a f	lesh w	ound. Inst		
pecialism:	Combat								
Expert Fighter		Ad	dd 1 to this	model's	Attack	s chara	cteristic.		
xperience: □□			Flesh Wou	ınds: 🗆		Convale	scence: \square	New Re	cruit: [
			Novo	olch				10	Point
AME	М	WS BS	S	T	W	A	LD	SV	MAX
Flayed One		3+ 6+		4	1	3	10	4+	
VEAPON	RANGE	ТҮРЕ	S	AP		D	Δ	BILITIES	
layer Claws	Melee	Melee	User	0		1	Re-roll fa		ınd roll
bilities:									
Reanimation Protocols	is not tak	Injury roll i en out of act to 1	ion and do wound re	oes not su maining	ffer a f with n	lesh wo	ound. Inst wounds.	ead it is 1	restored
			Novo	nkh				10	Point
IAME	M	WS BS	S	T	W	A	LD	SV	MAX
layed One		3+ 6+		4	1	3	10	4+	
/EAPON	RANGE	TYPE	S	AP		D	Δ	BILITIES	
layer Claws	Melee	Melee	User	0		1	Re-roll fa	iled wou	ınd roll
							for t	his weap	on.
Abilities: Reanimation Protocols		Injury roll i en out of act to 1		es not su	ffer a f	lesh w	ound. Inst		
TOTOCOIS				0					

NAME				Nove	okh				10	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
VEAPON	RANGE	TYI	PE	S	AP		D	A	BILITIES	
Flayer Claws	Melee	Ме	elee	User	0		1	Re-roll fa for t	ailed wou this weap	
\bilities:										
Reanimation Protocols			of acti	made for on and do wound re	es not su	ffer a f	lesh w	ound. Ins		
xperience: □□[l 🗆 🗆 1	Flesh Wou	ınds: □		Convale	scence: 🗆	New Re	ecruit: [
				Nove	okh				10	Point
IAME	M	WS	BS	S	T	W	A	LD	SV	MAX
layed One	5"	3+	6+	4	4	1	3	10	4+	
VEAPON	RANGE	TYI	PE	S	AP		D	A	BILITIES	
bilities:	Melee When ar		elee roll is	User made for	0 this mod	lel, on	1 an unn		ailed wou his weap	and rolls
Abilities: Reanimation Protocols	When ar	ı Injury ken out	roll is of acti	made for on and do wound re	this moc oes not su maining	ffer a f with n	an unn Iesh wo	for to nodified re ound. Ins wounds.	niled wou his weap oll of 6 th tead it is	and roll: oon. ne mode restored
Abilities: Reanimation Protocols	When ar	ı Injury ken out	roll is of acti	made for on and do wound re	this moc oes not su maining unds:	ffer a f with n	an unn Iesh wo	for to nodified re ound. Ins wounds.	niled wor his weap oll of 6 th tead it is	oon. ne mode restored
Abilities: Reanimation Protocols	When ar is not ta	Injury ken out	roll is to 1 to	made for on and de wound re Flesh Wou	this moc oes not su maining unds:	ffer a f	an unn Iesh wo o flesh Convale	for to nodified repound. Instead wounds.	niled wothis weap old of 6 th tead it is New Ro	ne mode restored Point:
Abilities: Reanimation Protocols Experience:	When ar	Injury ken out	roll is of actito 1 v	made for on and do wound re Flesh Wou Novo	this moces not sumaining	ffer a f with n	an unn Iesh wo o flesh Convale	for the modified report of the count. Instruction wounds.	his weap oll of 6 th tead it is New Re	oon. ne mode restored
Abilities: Reanimation Protocols Experience:	When ar is not ta	u Injuryken out	roll is of acti to 1 v	made for on and do wound re- Flesh Wou Novo \$	this moc oes not su maining unds:	ffer a f	an unn Iesh wo o flesh Convale	for the modified report of the modified report of the model of the mod	niled wou his weap oll of 6 th tead it is New Ro 16 SV 3+	ne mode restored Point MAX
Abilities: Reanimation Protocols Experience:	When ar is not ta	Injury ken out	BS 3+	made for on and do wound re Flesh Wou Novo	this moc bes not su maining unds: bkh 1 4	ffer a f with n	an unn Tesh wo o flesh Convale	for the modified report of the modified report of the model of the mod	his weap oll of 6 th tead it is New Re	ne mode restored Point: MAX
Abilities: Reanimation Protocols Experience:	When ar is not ta	WS 3+ TYI	BS 3+	made for on and do wound res	this moc bes not su maining ands: bkh T 4 AP	ffer a f with n	an unn Tesh wo o flesh Convale	for the modified report of the modified report of the model of the mod	niled wou his weap oll of 6 th tead it is New Ro 16 SV 3+	ne mode restored Point: MAX
Flayer Claws Abilities: Reanimation Protocols XAME Immortal NEAPON Gauss Blaster Abilities: Reanimation Protocols	When ar is not ta M 5" RANGE 24"	WS 3+ TYI Rap Fir	BS 3+ PE	made for on and do wound res	this moces not sumaining unds: bkh T AP -2	ffer a ff with n	an unn Tesh wo o flesh Convale A 1 D 1	for the modified report of the pounds. LD 10	niled worthis weap oll of 6 th tead it is New Res 16 SV 3+ ABILITIES	ecruit: [Point MAX

				Nov	okh					12	Point
NAME	M	WS	BS	S	Ţ	W	A		LD	SV	MAX
Necron	5"	3+	3+	4	4	1	1		10	4+	
Warrior		31	31	_	•					• '	
WEAPON	RANGE			S	AP		D		A	BILITIES	
Gauss Flayer	24"		pid re 1	4	-1		1			-	
Abilities:											
Reanimation Protocols			t of actio	on and do	this moo oes not su emaining	ffer a	flesh v	vounc	l. Inst		
xperience: □□□]□□ F		unds: □		Conva	lescen	ce: 🗆		
IAME	M	WS	BS	Mep S	hrit T	W	A		LD	SV	Poin
Immortal	M 5"	3+			4	1	1		10		MAX
minioi tai											
VEADON			3+	4	_					3+	
	RANGE	TY	PE	\$	AP		D			3+ BILITIES	
		TY Ra	PE		_						
Gauss Blaster	RANGE	TY Ra	PE pid	S	AP		D				
Gauss Blaster Abilities: Reanimation	RANGE 24" When a	Ra Fin n Injury	PE pid re 1 y roll is	\$ 5 made for	AP	ffer a f	D 1 an un flesh v	modif	A fied ro	BILITIES - bill of 6 th	ie mod
Gauss Blaster Abilities: Reanimation Protocols	RANGE 24" When a	Ra Fin Fin Injury	PE pid re 1 y roll is	\$ 5 made for	AP -2 -2 - this modes not su	ffer a f	D 1 an un flesh v	modif	A fied ro	BILITIES - bill of 6 th	ie mod
Gauss Blaster Abilities: Reanimation Protocols Specialism:	RANGE 24" When as is not to	Ray Fin Injury aken out	PE pid re 1 y roll is t of actio to 1 v	\$ 5 made for on and do yound re	AP -2 -2 - this modes not su	ffer a f with r	D 1 an un flesh v no fles	modit wounc h wou	fied ro	BILITIES bill of 6 the ead it is a	ie mod restored
Gauss Blaster Abilities: Reanimation Protocols Specialism: Resourceful	When as is not to Leader As long	Ray Fin Injury aken out	PE pid re 1 y roll is t of actio to 1 v model Comman	5 made for on and do yound red is on the nd Point	AP -2 this mocoes not such a maining	ffer a f with n d and n inning	an un flesh v no fles	modifi wound h wou aken, j	fied rod. Instants.	bill of 6 the read it is not an adding.	e mod estored
Abilities: Reanimation Protocols Specialism: Resourceful xperience:	When as is not to Leader As long	Ray Fin Injury aken out	PE pid re 1 y roll is t of actio to 1 v model Comman	s 5 5 made for on and do vound re is on the and Point	AP -2 this moores not surmaining battlefield at the begrunds:	ffer a f with n d and n inning	an un flesh v no fles	modifi wound h wou aken, j	fied rod. Instants.	bill of 6 the ead it is suin an add.	e mod restored ditiona cruit: [
Gauss Blaster Abilities: Reanimation Protocols Specialism: Resourceful xperience:	When as is not to Leader As long	Ray Fin Injury aken out	PE pid re 1 y roll is t of actio to 1 v model Comman	5 made for on and do yound red is on the nd Point	AP -2 this moores not surmaining battlefield at the begrunds:	ffer a f with n d and n inning	an un flesh v no fles	modif wounc h wou laken, e battl	fied rod. Instants.	bill of 6 the ead it is suin an add.	e moderestored
Gauss Blaster Abilities: Reanimation Protocols Specialism: Resourceful xperience:	RANGE 24" When an is not to Leader As long	Ra Fin Injury aken out	PE pid re 1 y roll is t of action to 1 v model Comman	\$ 5 made for on and dowound reduced the point of the poin	ar this moc bes not su emaining battlefield at the beg	ffer a f with n d and n inning	1 an un flesh v not sh g of th	modii wounc h wou aken, y e battl	A fied rounds.	oll of 6 the ead it is a ad ad ad . New Re	e mod restored ditiona cruit: [
Gauss Blaster Abilities: Reanimation Protocols Specialism: Resourceful xperience:	RANGE 24" When an is not to the second seco	Rag Fin Injuryaken out	PE pid re 1 y roll is t of actic to 1 v model Comman	\$ 5 made for on and do yound red red Point lesh Woo	AP -2 this mocones not such at the begunds:	ffer a few ith mediand and and and and and and and and and	an un flesh v no flesh v no fles	modii wounc h wou aken, y e battl	Affied r. field r. fi	bill of 6 the read it is not an add. New Results 10	ne mod restored ditiona
Gauss Blaster Abilities: Reanimation Protocols Specialism: Resourceful	RANGE 24" When an is not to Leader As long M 5"	Ra Fin Injury aken out	PE pid re 1 y roll is t of actic to 1 v model Comman	\$ 5 made for on and dowound reis on the nd Point lesh Woo	AP -2 this moodes not surmaining battlefield at the begrunds:	ffer a few ith mediand and and and and and and and and and	1 an un flesh v not sh not sh A 3	modif wounce h wou laken, y e battl	fied roll. Institution of the control of the contro	oll of 6 the ead it is a adad. New Results 10 SV 4+	restored ditional dit
Gauss Blaster Abilities: Reanimation Protocols Specialism: Resourceful xperience:	RANGE 24" When an is not to the second sec	Ra Fin Injury aken out	PE pid re 1 y roll is t of action to 1 v model Comman	s 5 made for on and do wound reis on the and Point lesh Wood Mep 8 4 8	AP -2 this moodes not such at the begunds: hrit T 4 AP	ffer a few ith mediand and and and and and and and and and	an un flesh v an offer of the short	modif wounce h wou laken, y e battl	fied roll. Institution of the control of the contro	bill of 6 the ead it is a sum an ad and. New Results 10 SV 4+ BILITIES iled word	ditional cruit: [Point MAX
Gauss Blaster Abilities: Reanimation Protocols Specialism: Resourceful xperience:	RANGE 24" When an is not to the second sec	Ray Firm Injuryaken out	PE pid re 1 y roll is t of actio to 1 v model Comman BS 6+ PE elee	s 5 5 made for on and do wound red Point Mep S 4 User made for on and do	AP -2 this moodes not such at the begunds: hrit T 4 AP	ffer a liwith r. d and r. d an	1 an un flesh v no fles not sh g of th Conva an un flesh v	modification modification in the second modifica	And fried rounds. LD 10 And for the fried rounds.	bill of 6 thread it is a sum an ad and. New Results and	Point MAX
Gauss Blaster Abilities: Reanimation Protocols Specialism: Resourceful xperience: HAME Flayed One NEAPON Flayer Claws Abilities: Reanimation	RANGE 24" When an is not to the second sec	Ray Fin Injury Aken out	PE pid re 1 y roll is t of actio to 1 v model Comman BS 6+ PE elee	s 5 5 made for on and do wound red Point Mep S 4 User made for on and do	ap -2 this mocoes not su emaining battlefield at the beg unds: T 4 AP 0 this mocoes not su	ffer a liwith r. d and r. d an	1 an un flesh v no fles not sh g of th Conva an un flesh v	modification modification in the second modifica	And fried rounds. LD 10 And for the fried rounds.	bill of 6 thread it is a sum an ad and. New Results and	Point MAX

				Mep	hrit				10	Point
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Flayed One	5"	3+	6+	4	4	1	3	10	4+	
WEAPON	RANGE	TYI	PE	S	AP		D	ı	ABILITIES	}
Flayer Claws	Melee	Ме	elee	User	0		1		ailed wor this weap	
Abilities:										
Reanimation Protocols			of actio	n and do	es not su	ffer a	flesh w	nodified r ound. Ins wounds.		
Specialism:	Zealot									
Frenzied	You can	add 1 to	this m		tacks and which th		~	racteristic	s in a batt	le roun
xperience: □□			□□ F	lesh Woı	ınds: □		Convale	escence: [New Ro	ecruit: [
				Mep	hrit				16	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Immortal	5"	3+	3+	4	4	1	1	10	3+	
WEAPON	RANGE	TYI	_	S	AP		D	ı	ABILITIES	
Gauss Blaster	24"	Rap Fir		5	-2		1		-	
Abilities:										
Reanimation			of actio	n and do	es not su	ffer a	flesh w	nodified round. Ins	tead it is	
Protocols			to I w	ouna ic	maining	willi	10 116511	wounds.		Colorci
Protocols Specialism:	Comms	•	to I w	ound re	maining	WILLI	io riesii	wounds.		cstorec
	Once	per Sho	oting p	hase, if the	his mode	l is no this m	t shaker odel to	n, when yo	ou pick a	nother
Specialism:	Once model	per Sho from yo	oting p	hase, if the team with rolls for	his mode hin 6" of	l is no this m del in	t shaker todel to this pha	n, when yo	ou pick a u can add	nother 1 to hi
Specialism:	Once model	per Sho from yo	oting p	hase, if the team with rolls for	his mode hin 6" of that mo	l is no this m del in	t shaker todel to this pha	n, when yo shoot, yo ase.	ou pick a u can add l New Ro	nother 1 to hi
Specialism:	Once model	per Sho from yo	oting p	hase, if the team with rolls for lesh Wou	his mode hin 6" of that mo	l is no this m del in	t shaker todel to this pha	n, when yo shoot, yo ase.	ou pick a u can add l New Ro	nother 1 to hi
Specialism: Scanner Experience: NAME Immortal	Once model:	per Sho from you UUUUU WS 3+	oting pour kill to be seen to be	hase, if the team with rolls for lesh Wouldesh Wouldesh Wep	his mode hin 6" of that mo unds:	l is no this m del in □	t shaker odel to this pha Convalo	n, when your shoot, you ase.	ou pick ai u can add l New Ro 16	nother 1 to hi ecruit: [
Specialism: Scanner xperience: NAME	Once model	per Sho from you WS 3+	ooting pour kill to be pour ki	hase, if the team with rolls for lesh Wou Mep	his mode hin 6" of that mod ands: hrit	l is no this m del in t	t shaker odel to this pha Convalo	n, when you shoot, you ase.	ou pick a u can add l New Ro 16 SV	nother 1 to his ecruit: [Point MAX
Specialism: Scanner Experience: NAME Immortal	Once model:	per Sho from you UUUUU WS 3+	ooting pour kill of F BS 3+ PE Did	hase, if the team with rolls for lesh Wouldesh Wouldesh Wep	his mode hin 6" of that mo unds:	l is no this m del in t	t shaker odel to this pha Convalo	n, when you shoot, you ase.	ou pick au can addu can addl New Ro	nother 1 to his ecruit: [Point MAX
Specialism: Scanner Experience:	Once model: M 5" RANGE	ws 3+ TYI	ooting pour kill of F BS 3+ PE Did	hase, if the team with rolls for lesh Wood Mep \$ 4	his mode hin 6" of that mounds: hrit AP	l is no this m del in t	t shaker nodel to this pha Convalo A 1	n, when you shoot, you ase.	ou pick au can addu can addl New Ro	nother 1 to his ecruit: [Point MAX

Experience:

				Mep	hrit				16	Point
AME	M	WS	BS	S	T	W	A	LD	SV	MAX
mmortal	5"	3+	3+	4	4	1	1	10	3+	
/EAPON	RANGE	TY	PE	S	AP		D	I	BILITIES	i
Gauss Blaster	24"		pid re 1	5	-2		1		-	
bilities:										
Ceanimation Protocols			t of acti	on and do	oes not su	ffer a f	lesh w	nodified round. Ins wounds.		
xperience: □□[]□□ F	Flesh Woo Mep			Convale	escence: 🗆		cruit: [
AME	M	WS	BS	S	T	W	A	LD	SV	MAX
mmortal	5"	3+	3+	4	4	1	1	10	3+	
										11
bilities:		n Injur	t of acti	on and do	oes not su	ffer a f	lesh w	of 6 wi can nodified round. Ins		eapon s. ne mode
bilities:	When an	n Injur	y roll is t of action	made for on and do	this mod	ffer a f	an unn Flesh w	of 6 wi can	th this w uses 3 hit oll of 6 th	eapon s. ne mode
ceanimation rotocols	When an	n Injury ken ou	y roll is t of action to 1 v	made for on and do wound re	this modes not su maining	ffer a f with n	an unn Flesh w 10 flesh	of 6 wi can nodified r ound. Ins wounds.	th this was 3 hit along the state of the sta	eapon s. ee mode restored
Abilities: Acanimation Protocols Experience:	When an is not ta	n Injury ken ou	y roll is t of action to 1 v	made for on and do wound re Flesh Wot Mep	this modes not su maining unds:	ffer a f with n	an unn Ilesh w o flesh Convale	of 6 wi can nodified r ound. Ins wounds.	th this w uses 3 hit oll of 6 th tead it is n New Re	eapon s. e mode restored cruit: Point
Abilities: Acanimation Protocols Experience:	When an	n Injury ken ou	y roll is t of action to 1 v	made for on and do wound re	this modes not su maining	ffer a f with n	an unn Flesh w 10 flesh	of 6 wi can nodified r ound. Ins wounds.	th this was 3 hit along the state of 6 th tead it is a line of the state of the sta	eapon s. ne mode restored
Tesla Carbine Abilities: Reanimation Protocols AME Necron Warrior	When an is not ta	n Injury ken ou	y roll is t of action to 1 v	made for on and do wound re Flesh Wot Mep	this modes not su maining unds:	ffer a f with n	an unn Ilesh w o flesh Convale	of 6 wi can nodified r ound. Ins wounds.	th this w uses 3 hit oll of 6 th tead it is n New Re	eapon s. e mode restored cruit: Point
Abilities: Acanimation Protocols Experience:	When an is not ta	WS 3+	y roll is t of action to 1 v	made for on and do wound re Flesh Wou Mep	this modes not sumaining unds:	ffer a f with n	an unn Elesh w o flesh Convalo	of 6 wi can nodified r ound. Ins wounds.	th this was a hit was 3 hit old of 6 th tead it is 1. New Res. 12.	eapon s. ee mode cestored ccruit: Point MAX
Abilities: Ceanimation Protocols Experience:	When an is not tal	WS 3+ TY	y roll is tof action to 1 v	made for on and do wound re Flesh Woo Mep S	this modes not sumaining unds:	ffer a f with n	an unn Elesh w oo flesh Convale	of 6 wi can nodified r ound. Ins wounds.	th this was a hit was a hi	eapon s. ee mode cestored ccruit: Point MAX
Abilities: Ceanimation Protocols Reperience:	When an is not tal	WS 3+ TY	y roll is tof action to 1 v	made for on and dowound re	this modes not sumaining unds:	ffer a f with n	an unn Elesh w to flesh Convale	of 6 wi can nodified r ound. Ins wounds.	th this was a hit was a hi	eapon s. ee mode cestored ccruit: Point MAX
Abilities: Ceanimation Protocols Reperience:	When are is not tall. M 5" RANGE 24"	WS 3+ IY Ra Fin	y roll is tof action to 1 v to	made for on and dowound re	this modes not su maining unds: hrit AP -1 this modes not su	ffer a ff with n	an unn elesh w to flesh Convalo A 1 D an unn elesh w	of 6 wi can nodified r ound. Ins wounds.	th this was a hit was 3 hit old of 6 th tead it is a second with tead with tead with tead it is a second with tead w	eapon s. te mode restored Point MAX

									26	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Triarch Praetorian	10"	3+	3+	5	5	2	2	10	3+	-
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Rod of covenant			s or firi	ed as a ra ng Overv combat at	vatch, us	e the ra	nged pro	ofile; wh		
Rod of covenant - ranged	12"	Assa	ult 1	5	-3		1			
Rod of covenant - melee	Melee	M	elee	User	-3		1		-	
Abilities:										
A Purpose Unshakeable			This	model a	utomatic	ally pas	ses Nerv	re tests.		
Reanimation Protocols		, .	of action	made for on and do vound re	es not su	ffer a fl	lesh wou	ınd. Inst		
Experience: 🗆 🗆 🗖			l□□ F	lesh Wou	ınds: 🗆	ПΠС	onvales	ence: 🗆	New Re	cruit: [
				Mep	hrit				12	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	

				Mep.	hrit				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	TY	PE	S	AP		D	A	BILITIES	
Gauss Flayer	24"		pid e 1	4	-1		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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Experience: