

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	-				
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

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: ☐

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.				
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: ☐

10 POINTS

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

10 POINTS

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

10 POINTS

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

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	-									
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 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: ☐

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 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.														

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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.									
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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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.									
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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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	-									
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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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	-									
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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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.														

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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.														

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Novokh

25 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									
Hyperphase sword	Melee	Melee	+1	-3	1	-									
Dispersion shield	A model with a dispersion shield has a 4+ invulnerable save.														
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: ☐

26 POINTS

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX					
Triarch Praetorian	10"	3+	3+	5	5	2	2	10	3+	-					
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES									
Rod of covenant - ranged	12"	Assault 1	5	-3	1	-									
Rod of covenant - melee	Melee	Melee	User	-3	1	-									
Rod of covenant	This weapon can be used as a ranged weapon and a melee weapon. When making shooting attacks or firing Overwatch, use the ranged profile; when making close combat attacks, use the melee profile.														
Abilities															
A Purpose Unshakeable	This model automatically passes Nerve tests.														
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	-									
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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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	-				

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: ☐☐☒☐☐☐☒☐☐☐☐☒ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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	-				

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: ☐ ☐ ☒ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☒ Flesh Wounds: ☐ ☐ ☐ Convalescence: ☐ New Recruit: ☐

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	-				

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: ☐ ☐ ☒ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☒ Flesh Wounds: ☐ ☐ ☐ Convalescence: ☐ New Recruit: ☐