

PLAYED ONES

55–100 PTS

M	T	Sv	W	LD	OC
5"	4	4+	1	7+	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Player claws SUSTAINED HITS 1 TWIN-LINKED	Melee	4	3+	4	-1	1

ABILITIES

Flesh Hunger

Each time a model in this unit makes a melee attack, if the target of that attack is Below Half-strength, a successful Hit roll scores a Critical Hit.

WEAPON ABILITIES

Sustained Hits

This ability always takes the form [**SUSTAINED HITS X**]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS 2**] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS 2**] ability).*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



AUFSTELLUNG

5-10x Played One (28.5mm)

Equipped with: Player claws



KEYWORDS: Infantry, Played Ones

FACTION KEYWORDS: Necrons