

NECRON WARRIORS

85–190 PTS

M	T	Sv	W	LD	OC
5"	4	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss flayer LETHAL HITS RAPID FIRE 1	24"	1	4+	4	0	1
Gauss reaper LETHAL HITS	12"	2	4+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1

ABILITIES

Their Number is Legion
Each time this unit's Reanimation Protocols activate, you can re-roll the dice to see how many wounds are regenerated.

WEAPON ABILITIES

- Lethal Hits**
Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.



AUFSTELLUNG

10-20x Warrior w/ gauss flayer oder Warrior w/ gauss reaper (32mm)

Equipped with: Gauss flayer, Gauss reaper, Close combat weapon





KEYWORDS: Infantry, Battleline, Necron Warriors
FACTION KEYWORDS: Necrons