

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 6 | 3+ | 6 | 8+ | 3  |

|                                                                                                                   |                                                                                            |
|-------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|
| <b>AUFSTELLUNG</b><br>1x Canoptek Reanimator (60mm)<br><b>Equipped with:</b> 2x Atomiser beam, Reanimator's claws | <b>KEYWORDS:</b> Vehicle, Walker, Canoptek, Reanimator<br><b>FACTION KEYWORDS:</b> Necrons |
|-------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------|

 **RANGED WEAPONS**

| WEAPON           | RANGE | A | BS | S | AP | D |
|------------------|-------|---|----|---|----|---|
| 2x Atomiser beam | 12"   | 3 | 4+ | 6 | -2 | 1 |

 **MELEE WEAPONS**

| WEAPON             | RANGE | A | WS | S | AP | D |
|--------------------|-------|---|----|---|----|---|
| Reanimator's claws | Melee | 4 | 4+ | 5 | 0  | 1 |

**ABILITIES**

|                                                                                                                                                                                                       |
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| <b>Nanoscarab Reanimation Beam (Aura)</b><br>While a friendly NECRONS unit is within 3" of this model, each time that unit's Reanimation Protocols activate, that unit heals an additional D3 wounds. |
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**FACTION RULES**

|                                                                                                                                                                                                                                                                                       |
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| <b>Reanimation Protocols</b><br>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:<br>- When a unit's Reanimation Protocols activate, that unit heals D3 wounds. |
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**CORE RULES**

|                                                                                                                                                                                      |
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| <b>Feel No Pain 4+</b><br>This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost. |
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