

M	T	Sv	W	LD	OC
10"	9	3+	14	7+	3

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Ghost Ark (Large Flying Base)
Equipped with: 2x Gauss flayer array, Armoured bulk

KEYWORDS: Vehicle, Fly, Transport, Dedicated Transport, Ghost Ark, Frame
FACTION KEYWORDS: Necrons

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Gauss flayer array LETHAL HITS, RAPID FIRE 5	24"	5	3+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

Repair Barge
Once per turn, just after an enemy unit finishes making its attacks, if one or more friendly NECRON WARRIORS units within 3" of this model lost one or more wounds as a result of those attacks, this model can use this ability. If it does, select one of those NECRON WARRIORS units; that unit's Reanimation Protocols activate. The same NECRON WARRIORS unit cannot be selected for this ability more than once per turn.

TRANSPORT

Ghost Ark
This model has a transport capacity of 10 NECRON WARRIOR models and 1 NECRONS INFANTRY CHARACTER model.

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.

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CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.