NECRON WARRIORS - NECRONS

85–190 PTS

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

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

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.