

NECRONS

FLAYED ONES

Infiltrators

Reanimation Protocols

Stealth

M5"

T4

SV4+

W1

LD7+

OC1

55–100 PTS

Base 28.5mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Player claws

SUSTAINED HITS 1

TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	3+	4	-1	1
VERWUNDET					
2+ T1–2		3+ T3		4+ T4	5+ T5–7
					6+ T8+

VERTEIDIGUNG

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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REGELN & KEYWORDS KURZ

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 deploym...

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: -...

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).

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

TWIN-LINKED

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

AUFSTELLUNG

5-10x Flayed One

Ausrüstung: Flayer claws

KEYWORDS

Infantry, Flayed Ones

FRAKTION

Necrons