NECRONS

NECRON WARRIORS

Reanimation Protocols

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

85–190 PTS

Base 32mm

1 KOMMANDO

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2 BEWEGUNG

—

3 BESCHUSS

Gauss flayer [LETHAL HITS] [RAPID FIRE 1]

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Gauss reaper [LETHAL HITS]

R	A	BS	S	AP	D
12"	2	4+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4 ANGRIFF

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5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

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: -…

[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.

[RAPID FIRE] This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

10-20x Warrior w/ gauss flayer oder Warrior w/ gauss reaper

Ausrüstung: Gauss flayer, Gauss reaper, Close combat weapon

KEYWORDS Infantry, Battleline, Necron Warriors · **FRAKTION** Necrons