

GHOST ARK

M	T	SV	W	LD	OC	
10"	9	3+	14	7+	3	4+

AUFSTELLUNG

1x Ghost Ark (Large Flying Base)

Equipped with: 2x Gauss flayer array, Armoured bulk

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

RULES - Deadly Demise D3, Reanimation Protocols

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.

Ghost Ark (Transport)

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



WEAPON RULES

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).*