NECRON WARRIORS

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

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

RULES - Reanimation Protocols

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 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).*