

NECRONS

# GHOST ARK

100 PTS



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

RANGED WEAPONS

| WEAPON               |                          | RANGE | A | BS | S | AP | D |
|----------------------|--------------------------|-------|---|----|---|----|---|
| 2x Gauss flyer 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 |

AUFSTELLUNG

1x Ghost Ark (Large Flying Base)

Equipped with: 2x Gauss flyer array, Armoured bulk

ABILITIES

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).*

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

