

FLAYED ONES

55–100 PTS

M	T	Sv	W	LD	OC
5"	4	4+	1	7+	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flayer claws SUSTAINED HITS 1 TWIN-LINKED	Melee	4	3+	4	-1	1

ABILITIES

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.

WEAPON ABILITIES

- Sustained Hits**
This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
- Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

FACTION RULES

- 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.

CORE RULES

- 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 deployment zone and all enemy units.
- 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).



AUFSTELLUNG

5-10x Flayed One (28.5mm)

Equipped with: Flayer claws





KEYWORDS: Infantry,
Flayed Ones

FACTION KEYWORDS:
Necrons