

# NECRON WARRIORS

M

5"

T

4

SV

4+

W

1

LD

7+

OC

2



## RANGED WEAPONS

### 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+

5

-1

1



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Close combat weapon

Melee

1

4+

4

0

1

## ABILITIES

**FACTION: Reanimation Protocols**

**Their Number is Legion:** Each time this unit's Reanimation Protocols activate, it reanimates D6 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+3 wounds instead.

**KEYWORDS: INFANTRY, BATTLELINE, NECRON WARRIORS**

**FACTION KEYWORDS:  
NECRONS**

# NECRON WARRIORS

*Necron Warriors attack in rank upon shambling rank. Individually little more than mindless automata, they are relentless and deadly when commanded en masse. The Warriors' metallic bodies can self-repair from even the most hideous damage, while their unceasing volleys of fire butcher the foe with mechanical efficiency.*



## WARGEAR OPTIONS

- Any number of models can each have their gauss flayer replaced with 1 gauss reaper.

## UNIT COMPOSITION

- 10-20 Necron Warriors

Every model is equipped with: gauss flayer; close combat weapon.

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