

# HOST GHOST ARK

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



## RANGED WEAPONS

Gauss flayer array [LETHAL HITS, RAPID FIRE 5]	RANGE	A	BS	S	AP	D
	24"	5	3+	4	0	1

## MELEE WEAPONS

Armoured bulk	RANGE	A	WS	S	AP	D
	Melee	3	4+	6	0	1

## ABILITIES

CORE: Deadly Demise D3

FACTION: Reanimation Protocols

**Repair Barge:** Once per phase, 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 phase.

INVULNERABLE SAVE

4+

KEYWORDS: VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, GHOST ARK



FACTION KEYWORDS:  
**NECRONS**

# GHOST ARK

*Ghost Arks are repair barges that glide amidst the ranks of the Necron legions, gathering up and repairing those androids too wrecked to reconstruct themselves and keep fighting. These vehicles are often pressed into service as armoured transports, advancing to disgorge fresh waves of fully repaired Necrons directly into the fight.*



## WARGEAR OPTIONS

■ None

## UNIT COMPOSITION

## ▪ 1 Ghost Ark

**This model is equipped with:** 2 gauss flayer arrays;  
armoured bulk.

## TRANSPORT

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

**KEYWORDS: VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, GHOST ARK**



## FACTION KEYWORDS: **NECRONS**