		NECRON - Dynasty							GHOST	ARK -	Vitality V	Varmech				12	6 Pts
1	(*		*		(4)	(E)			6			X	144		0		O
Full HP	10"	15"	+ constrainment control co	3+	4+	6		12	12	12	12	3	2	7+	4	3+	4++/4-
Mid HP	7"	10"		4+	5+	6		11	11	11	8	2	2	8+	3	3+	4++/4-
Low HP	3"	4"		5+	6+	6		10	10	10	4	1	2	9+	2	3+	4++/4+
			Once per	phase, just	after an en	emy unit fi		nit Aptitu	<b>des</b> ks, if one o	r more frie	ndly Necro	n Warriors	units within	n 3" of this	model lost	one or m	ore wou
Repair Barge			as a result	of those at		nodel can ı	ise this spe		it does, sel								
Explosive Lethal De	emise		When this	s model is o	destroyed, t	hrow one l	O6 for each	n units with	in 6". On a	4+, the uni	t suffers <b>D</b> 8	3 mortal wo	unds.				
ransport Capacity	(10)		This mode	el has a tra	nsport capa	city of X Iı	nfantry mo	dels. It cam	not carry mo	odels with t	the Bulky,	Very Bulky	or Extreme	ely Bulky sp	oecial rules		
Firing Deck (0)			Each time	this Trans	port shoots	, select one	weapon fr	rom up to $\Sigma$	K models en	nbarked wi	ithin it; this	Transport	counts as b	eing equipp	oed with the	ose weapo	ns as wel
							Uni	t Special	Rules								
Shred / Skimmer / T	Γransport / (	Oppen-topp	oed														
							Psv	chic Don	nains								

	.MV		<i>6</i>			
Weapons	*	ψ 💀		<b>(3)</b>	Ø,	Pts
Vehicles close combat	Melee	User User	r 0	1	Melee	0
Gaussflayer array	24"	5 4	0	1	Salvo $5/10$ - Rapid Fire $5$ - Lethal Hits	16
	Faction A	Aptitudes				Unit type
Reanimation Protocols	Uncanny Artificers					Vehicle