NECRONS GHOST ARK - Vitality V												Warm	nech			126	5 Pts
Ne																	
1	7	>	W	, N	(4)	THE STATE OF THE S			6			X	+4+		©		
Full HP	10"	15"		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++
Unit Aptitudes																	
Once per phase, just after an enemy unit finishes making its attacks, if one or more friendly Necron Warriors un model lost one or more wounds as a result of those attacks, this model can use this special rule. If it does, select Warriors units; that unit's Reanimation Protocols activate and reanimates D6 wounds instead of D3 wounds.																	
Explosive Lethal	When th	is model	is destro	yed, throv	w one D6	for each	units with	in 6". Oı	n a 4+, the	unit suff	fers D 3 m	ortal wou	nds.				
Transport Capacity (10)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.														
Firing Deck (0)		Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.															
Unit Special Rules																	
Shred / Skimmer	/ Transpo	ort / Opp	en-topped	l													
Weapons					3		(4)	8		49			₽			Nb	Pts
Vehicles close combat					Me	elee	User	User	0	1	Melee					1	
Gaussflayer array					2	24"	5	4	0	1	Salvo 5/1	10 - R apio	d Fire 5 - 1	Lethal Hi	ts	2	16
Faction Aptitudes													U	Unit type			
Reanimation Protocols		canny ficers													Vehicle		