Necron Reanimation Protocols

1. The **Stealth Suits** have fired upon the unit of **Necron Warriors** and managed to kill two of them. Each **Necron Warrior** has 1 wound each, so the total lost wounds was 2.

2. The **Necron** player would then roll 2 dice, one for each wound lost.

3. Any result of 5+ adds a wound to the **resurrection pool**. The **Necron** player rolls a 6 and a 3. This gives them a pool of 1 wound. **Necron Warriors** have one wound so they can ressurect one and add it to the unit, using up the one wound in the pool.

4. When the **Fire Warriors** attack next notice that the model that failed Reanimation last time is now permanently dead. Repeat this process from step 1 each time the unit is attacked.

Multi Wound Models

If instead of **Necron Warriors** with one wound, the target was **Necron Lychguard** with 2 wounds. The process is the same except each removed move represents 2 dice the **Necron** player rolls for **Reanimation**. Note that the number dice is based on the **Wounds characteristic**, not how many wounds the unit actually lost in the case of models with 1 of 2 wound remaining.

Reanimating Within Engagement Range

If the **Necron** player had lost 2 **Lychguard** to the **Genestealers**, and managed to roll 3,5,5,6. They would have a wound pool of 3. Each **Lychguard** costs 2 wounds to resurrect. Leaving 1 wound in the pool wasted.

When adding a reanimated model to a unit you can only set them up within **Engagement Range** of enemy units that their unit is already within **Engagement range** of.