Necron Reanimation Protocols
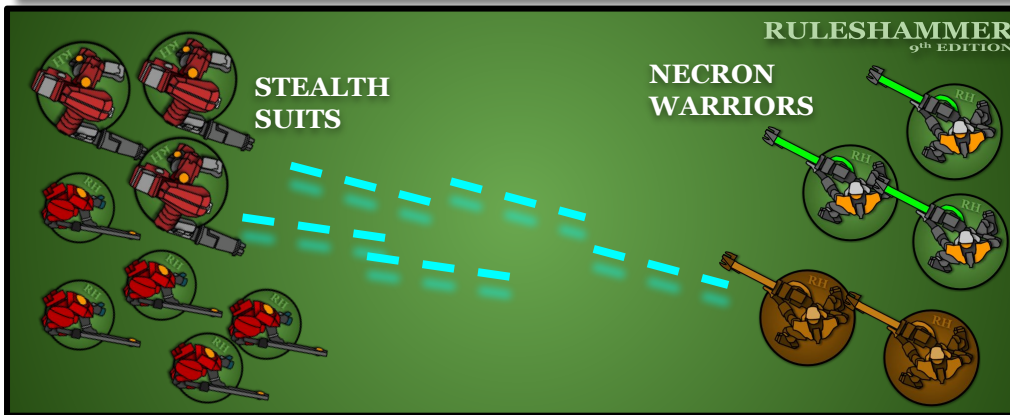
STEALTH SUITS

NECRON WARRIORS

NECRON WARRIORS

FIRE WARRIORS

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, the 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.

It doesn't need to be placed where one that died was, it just needs to be set up in coherency with its unit. The highlighted model has joined the unit.

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

GENESTEALERS
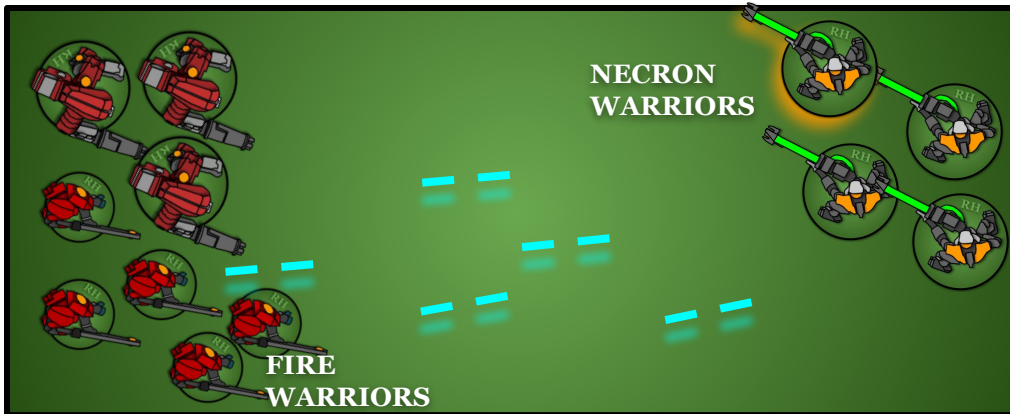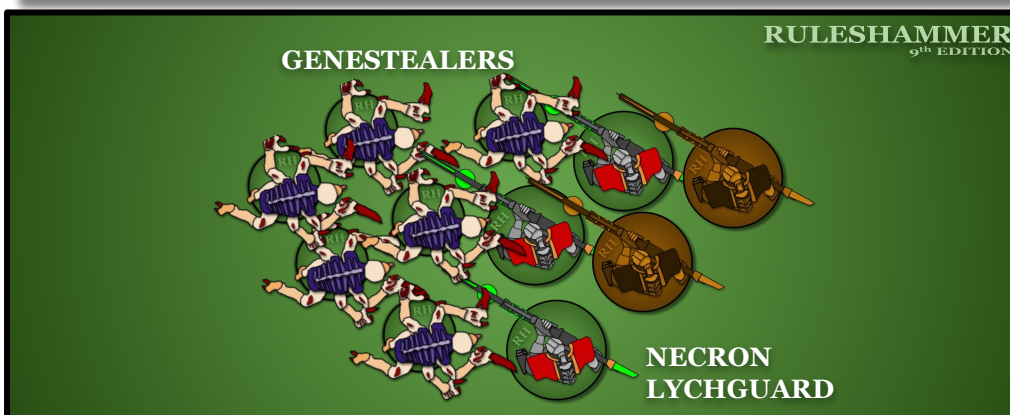
NECRON LYCHGUARD

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

GENESTEALERS
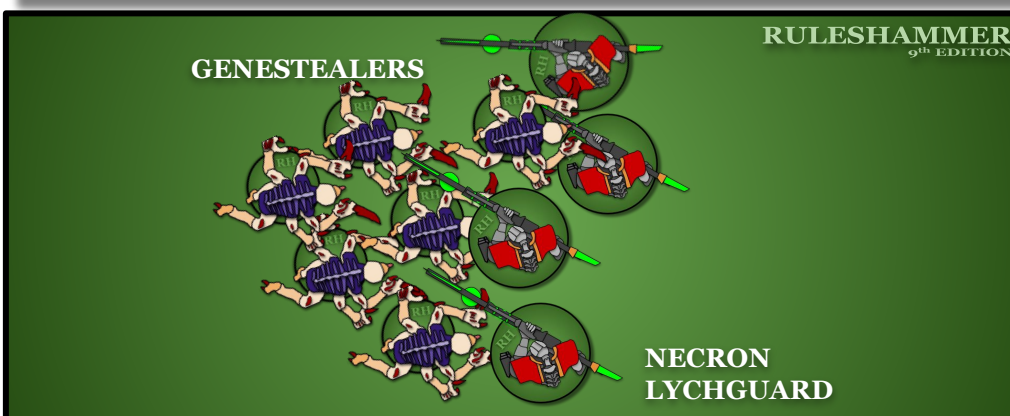
NECRON LYCHGUARD

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.