DOOM SCYTHE

200 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy death ray SUSTAINED HITS D3	36"	3	3+	16	-4	D6+1
Twin tesla destructor SUSTAINED HITS 2 TWIN-LINKED	36"	6	3+	8	0	2

MELEE WEAPONS

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

ABILITIES

Atavistic Instigation
Each time this model targets an enemy unit with its heavy death ray, your opponent must declare if that unit will stand firm or duck for cover:

- If it stands firm, when resolving attacks against that unit this phase, a successful unmodified Hit roll of 5+ scores a Critical Hit.
- If it ducks for cover, until the start of your next Shooting phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Doom Scythe (120x92mm Oval Base)

Equipped with: Heavy death ray, Twin tesla destructor, Armoured bulk

KEYWORDS: Vehicle, Aircraft, Fly, Doom Scythe
FACTION KEYWORDS: Necrons