

HEXMARK DESTROYER75 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 8" | 5 | 3+ | 5 | 6+ | 1  |

RANGED WEAPONS

| WEAPON                                                   | RANGE | A | BS | S | AP | D |
|----------------------------------------------------------|-------|---|----|---|----|---|
| Enmitic disintegrator pistols<br>IGNORES COVER<br>PISTOL | 18"   | 6 | 2+ | 6 | -2 | 1 |

MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close combat weapon | Melee | 4 | 3+ | 5 | 0  | 1 |

ABILITIES

- Inescapable Death**  
Once per turn, one unit from your army with this ability can be targeted with the Fire Overwatch Stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase. In addition, each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 2+.
- Multi-threat Eliminator**  
Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attack that targets a friendly NECRONS unit within 3" of a model with this ability, after that enemy has shot, one model with this ability that is within 3" of that target can shoot as if it were your Shooting phase, but must target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

WEAPON ABILITIES

- Ignores Cover**  
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Pistol**  
**[PISTOL]** and **[CLOSE-QUARTERS]** are identical for all rules purposes.  
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
  - One or more of its **[CLOSE-QUARTERS]** weapons.
  - One or more of its other ranged weapons.

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.



AUFSTELLUNG

1x Hexmark Destroyer (50mm)

**Equipped with:** Enmitic disintegrator pistols, Close combat weapon



**KEYWORDS:** Infantry, Character, Destroyer Cult, Hexmark Destroyer  
**FACTION KEYWORDS:** Necrons

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CORE RULES

- Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Lone Operative**

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.