NIGHT SCYTHE

125 PTS

M	T	Sv	W	LD	OC
14"	9	3+	12	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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

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.

Invasion Beams
At the end of the Fight phase, if there are no models currently embarked within this TRANSPORT, you can select one friendly NECRONS INFANTRY unit wholly within 6" of this TRANSPORT. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this TRANSPORT.

Quantum Invader
This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

TRANSPORT

Night Scythe
This model has a transport capacity of 1 NECRONS INFANTRY unit.

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.

AUFSTELLUNG

1x Night Scythe (120x92mm Oval Base)

Equipped with: Twin tesla destructor, Armoured bulk

KEYWORDS: Vehicle, Fly, Transport, Night Scythe
FACTION KEYWORDS: Necrons

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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.

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.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

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FACTION KEYWORDS: Necrons