CANOPTEK ACANTHRITES [LEGENDS] - NECRONS

85–170 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	8+	2

AUFSTELLUNG

3-6x Canoptek Acanthrite

Equipped with: Cutting beam, Voidblade

KEYWORDS: Beast, Fly, Canoptek, Acanthrites

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cutting beam MELTA 2	12"	1	4+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Voidblade	Melee	3	4+	5	-2	1

ABILITIES

Damaged Armour
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly NECRONS model makes an attack that targets that unit, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.