CANOPTEK MACROCYTES - NECRONS

70 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	8+	1

AUFSTELLUNG

5x Canoptek Macrocyte w/ atomiser beam oder Canoptek Macrocyte w/ tesla caster oder Canoptek Macrocyte w/ accelerator mandible oder Canoptek Macrocyte w/ gauss scalpel (28.5mm)

Equipped with: Atomiser beam, Gauss scalpel, Tesla caster, Claws

KEYWORDS: Beast, Fly, Canoptek, Macrocytes

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Atomiser beam	12"	1	4+	6	-1	1
Gauss scalpel LETHAL HITS	18"	1	4+	4	-1	1
Tesla caster ASSAULT, SUSTAINED HITS 1	18"	1	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claws	Melee	2	4+	4	-1	1

ABILITIES

Accelerator Mandible
At the start of the Fight phase, select one friendly Canoptek unit within 3" of the bearer's unit. Until the end of the phase, improve the Weapon Skill characteristic of weapons equipped by models in that unit by 1.

Harassment Swarm (Aura)
While an enemy unit (excluding Monsters and Vehicles) is within 3" of this unit, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Nanoscarab Projector
Once per battle round, when a friendly Necrons unit within 3" of the bearer activates its Reanimation Protocols, the bearer can use this ability. If it does, that unit reanimates 1 additional wound.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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).*

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.

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CORE RULES

Scouts 8"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.