OPHYDIAN DESTROYERS - NECRONS

80–150 PTS

M	T	Sv	W	LD	OC
10"	5	4+	3	7+	2

AUFSTELLUNG

3-6x Ophydian Destroyer (50mm)

Equipped with: Ophydian hyperphase weapons

Wargear Options:

■ This unit can be equipped with up to 2x Plasmacyte.

KEYWORDS: Infantry, Destroyer Cult, Ophydian Destroyers

FACTION KEYWORDS: Necrons

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2

ABILITIES

Plasmacyte
Once per battle for each Plasmacyte this unit has, when this unit is selected to fight, you can use this ability. If you do, until the end of the phase, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Tunnelling Horrors
At the end of your opponent's turn, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.

- This unit must make an ingress move in your next Movement phase (including in your first turn).

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

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.