

SKORPEKH DESTROYERS - NECRONS

85–170 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 6 | 3+ | 3 | 7+ | 2  |

**AUFSTELLUNG**  
3-6x Skorpekh Destroyer (50mm)  
**Equipped with:** Skorpekh hyperphase weapons  
**Wargear Options:**  
■ This unit can be equipped with up to 2x Plasmacyte.

**KEYWORDS:** Infantry, Destroyer Cult, Skorpekh Destroyers  
**FACTION KEYWORDS:** Necrons

✂ MELEE WEAPONS

| WEAPON                      | RANGE | A | WS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Skorpekh hyperphase weapons | Melee | 4 | 3+ | 7 | -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.

**Whirling Onslaught**  
Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. If this unit made a Charge move this turn, you can re-roll the Hit roll instead.

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.