NECRONS

CANOPTEK ACANTHRITES [LEGENDS]

Infiltrators | Reanimation Protocols

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

85–170 PTS

Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Cutting beam — MELTA 2

R	A	BS	S	AP	D
12"	1	4+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

4 ANGRIFF

—

5 NAHKAMPF

Voidblade

R	A	WS	S	AP	D
Melee	3	4+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

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.

REGELN & KEYWORDS KURZ

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 deploym…

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: -…

MELTA This ability always takes the form [MELTA X].

AUFSTELLUNG

3-6x Canoptek Acanthrite

Ausrüstung: Cutting beam, Voidblade

KEYWORDS Beast, Fly, Canoptek, Acanthrites · **FRAKTION** Necrons