

NECRONS

CANOPTTEK

REANIMATOR

M

8"

T

6

SV

3+

W

6

LD

8+

OC

3

75 PTS

Base 60mm



Feel No Pain 4+

Reanimation Protocols

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

2x Atomiser beam

R	A	BS	S	AP	D
12"	3	4+	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

4

ANGRIFF

—

5

NAHKAMPF

Reanimator's claws

R	A	WS	S	AP	D
Melee	4	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

—

IMMER / EINMALIG

Nanoscarab Reanimation Beam (Aura)

While a friendly NECRONS unit is within 3" of this model, each time that unit's Reanimation Protocols activate, that unit heals an additional D3 wounds.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 6 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	—

Feel No Pain 4+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Feel No Pain 4+ This ability always takes the form Feel No Pain X+.

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: -...

AUFSTELLUNG

1x Canoptek Reanimator

Ausrüstung: 2x Atomiser beam, Reanimator's claws

KEYWORDS Vehicle, Walker, Canoptek, Reanimator · FRAKTION Necrons