

NECRONS

CANOPTTEK

SCARAB SWARMS

M10"

T2

SV6+

W4

LD8+

OC0

40–80 PTS

Base 40mm



Reanimation Protocols

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Feeder mandibles

LETHAL HITS

R	A	WS	S	AP	D
Melee	6	5+	2	0	1

VERWUNDET

2+ T1	4+ T2	5+ T3	6+ T4+
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Self-destruction

At the start of the Fight phase, if this unit is within Engagement Range of one or more enemy units, you can select one model in this unit to destroy. If you do, select one enemy unit within Engagement Range of that model and roll one D6, adding 1 to the result if that unit is a VEHICLE. On a 2-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers 3 mortal wounds.

VERTEIDIGUNG

IMMER / EINMALIG

Chittering Swarm

While an enemy unit is within Engagement Range of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1). While this unit is within 6" of one or more friendly CRYPTTEK models, the Objective Control characteristic of models in this unit is 1.

GEGEN DIESE EINHEIT

W2 · RW 6+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S4+	3+ S3	4+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 6+	DS -1 -	DS -2 -	DS -3 -	DS -4 -
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REGELN & KEYWORDS KURZ

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: -...

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.

AUFSTELLUNG

3-6x Canoptek Scarab Swarm

Ausrüstung: Feeder mandibles

KEYWORDS Swarm, Fly, Canoptek, Scarab Swarms · FRAKTION Necrons