

NECRONS

CANOPTK

SPYDERS

M5"

T7

SV3+

W6

LD8+

OC2

65–110 PTS

Base 60mm



- Deadly Demise 1
- Reanimation Protocols

1KOMMANDO

Canoptek Swarm

In your Command phase, select one friendly CANOPTEK SCARAB SWARM unit within 6" of this unit. One destroyed model is returned to that CANOPTEK SCARAB SWARM unit for each SPYDER model in this unit.

2BEWEGUNG

3BESCHUSS

2× Particle beamer **BLAST**

DEVASTATING WOUNDS

|            |            |          |             |            |   |
|------------|------------|----------|-------------|------------|---|
| R          | A          | BS       | S           | AP         | D |
| 18"        | D6         | 3+       | 6           | 0          | 1 |
| VERWUNDET  |            |          |             |            |   |
| 2+<br>T1–3 | 3+<br>T4–5 | 4+<br>T6 | 5+<br>T7–11 | 6+<br>T12+ |   |

4ANGRIFF

5NAHKAMPF

Automaton claws

|            |            |          |             |            |   |
|------------|------------|----------|-------------|------------|---|
| R          | A          | WS       | S           | AP         | D |
| Melee      | 5          | 4+       | 8           | -2         | 2 |
| VERWUNDET  |            |          |             |            |   |
| 2+<br>T1–4 | 3+<br>T5–7 | 4+<br>T8 | 5+<br>T9–15 | 6+<br>T16+ |   |

VERTEIDIGUNG

Fabricator Claw Array (Aura)

While a friendly NECRONS VEHICLE unit is within 6" of the bearer, models in that unit have the Feel No Pain 6+ ability.

Gloom Prism (Aura)

While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W7 · RW 3+ · 6 LP je Modell

WIRD VERWUNDET MIT

|            |             |          |            |            |
|------------|-------------|----------|------------|------------|
| 2+<br>S14+ | 3+<br>S8–13 | 4+<br>S7 | 5+<br>S4–6 | 6+<br>S1–3 |
|------------|-------------|----------|------------|------------|

RETTUNGSWURF JE DS

|            |             |             |             |            |
|------------|-------------|-------------|-------------|------------|
| DS 0<br>3+ | DS -1<br>4+ | DS -2<br>5+ | DS -3<br>6+ | DS -4<br>- |
|------------|-------------|-------------|-------------|------------|

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise 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: -...

**BLAST** Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

**DEVASTATING WOUNDS** Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

AUFSTELLUNG

1-2x Canoptek Spyder - Equipped with: Automaton claws, Particle beamer