

NECRONS

CANOPTEK WRAITHS

Reanimation Protocols

M

10"

T

6

SV

3+

W

4

LD

8+

OC

2

RW

4+

95–220 PTS

Base 50mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Particle caster

DEVASTATING WOUNDS

PISTOL

R	A	BS	S	AP	D
12"	3	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Transdimensional beamer

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4

ANGRIFF

5

NAHKAMPF

Vicious claws

R	A	WS	S	AP	D
Melee	4	4+	6	-1	2

VERWUNDET

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

Whip coils

R	A	WS	S	AP	D
Melee	8	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4++ · 4 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+	4++	4++	4++

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: -...

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...

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

3-6x Wraith w/ claws and beamer oder Wraith w/ claws and particle caster oder Wraith w/ claws oder Wraith w/ coils oder Wraith w/ coils and beamer oder Wraith w/ coils and particle caster

Ausrüstung: Particle caster, Transdimensional beamer, Vicious claws, Whip coils

KEYWORDS Beast, Fly, Canoptek, Wraiths · FRAKTION Necrons