

NECRONS

DOOMSDAY ARK

Deadly Demise D3

Reanimation Protocols

M10"

T9

SV3+

W14

LD7+

OC5

RW4+

200 PTS

Base Large Flying Base



1KOMMANDO

2BEWEGUNG

Overwhelming Obliteration
In your Movement phase, if this model Remains Stationary, until the end of the turn, its doomsday cannon has the [DEVASTATING WOUNDS] ability.

3BESCHUSS

Doomsday cannon

BLAST

HEAVY

R	A	BS	S	AP	D
72"	D6+1	3+	18	-4	4

VERWUNDET

2+ T1-9	3+ T10-17	4+ T18	5+ T19-35	6+ T36+
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2x Gauss flyer array

LETHAL HITS

RAPID FIRE 5

R	A	BS	S	AP	D
24"	5	3+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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4ANGRIFF

5NAHKAMPF

Armoured bulk

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 3+ · 4++ · 14 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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Damaged: 1-5 wounds remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3 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...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

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.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Doomsday Ark

Ausrüstung: Doomsday cannon, 2x Gauss flyer array, Armoured bulk