

NECRONS

ILLUMINOR SZERAS

Feel No Pain 4+ Reanimation Protocols

M8" T8 SV2+ W9 LD6+ OC3 RW4+

175 PTS

Base 80mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Eldritch lance

R36" A3 BS3+ S9 AP-3 D3

VERWUNDET

2+3+4+5+6+
T1-4T5-8T9T10-17T18+

4ANGRIFF

5NAHKAMPF

Eldritch lance

RMelee A4 WS3+ S9 AP-3 D3

VERWUNDET

2+3+4+5+6+
T1-4T5-8T9T10-17T18+

Impaling legs EXTRA ATTACKS

RMelee A4 WS3+ S6 AP-1 D1

VERWUNDET

2+3+4+5+6+
T1-3T4-5T6T7-11T12+

Atomic Energy Manipulator

At the end of the Fight phase, if this model destroyed one or more models this phase, until the end of the battle, add 3" to the range of its Mechanical Augmentation ability (to a maximum of 12").

VERTEIDIGUNG

IMMER / EINMALIG

Illuminator

While this model is within 3" of one or more other friendly NECRONS units, this model has the Lone Operative ability.

Mechanical Augmentation (Aura)

While a friendly NECRONS BATTLELINE unit is within 3" of this model, each time a model in that unit makes an attack, improve the Armour Penetration characteristic of that attack by 1, and each time an attack targets that unit, worsen the Armour Penetration characteristic of that attack by 1.

GEGEN DIESE EINHEIT

W8 · RW 2+ · 4++ · 9 LP je Modell

WIRD VERWUNDET MIT

2+3+4+5+6+
S16+S9-15S8S5-7S1-4

RETTUNGSWURF JE DS

DS 0DS -1DS -2DS -3DS -4
2+3+4+4++4++

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: -...

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

AUFSTELLUNG

1x Illuminator Szeras

Ausrüstung: Eldritch lance, Impaling legs

KEYWORDS Infantry, Character, Epic Hero, Cryptek, Illuminator Szeras · FRAKTION Necrons