

NECRONS

LOKHUST HEAVY DESTROYERS

M8"

T6

SV3+

W4

LD7+

OC2

50 PTS

Base 60mm



Reanimation Protocols

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Enmitic exterminatorHEAVY

RAPID FIRE 6SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	6	3+	6	-1	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Gauss destructorHEAVYLETHAL HITS

R	A	BS	S	AP	D
48"	1	3+	14	-4	6

VERWUNDET

2+ T1-7	3+ T8-13	4+ T14	5+ T15-27	6+ T28+
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4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	4	0	1

VERWUNDET

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

Optimised for Slaughter

Each time a model in this unit makes an attack with an enmitic exterminator that targets a unit (excluding MONSTERS and VEHICLES), re-roll a Wound roll of 1. Each time a model in this unit makes an attack with a gauss destructor against a MONSTER or VEHICLE unit, re-roll a Wound roll of 1.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	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: -...

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].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1-3x Destroyer w/ enmitic exterminator oder Destroyer w/ gauss destructor

Ausrüstung: Enmitic exterminator, Gauss destructor, Close combat weapon