NECRONS

NIGHT SHROUD [LEGENDS]

M	T	SV	W	LD	OC
20+"	9	3+	14	7+	0

140 PTS
Base —

Deadly Demise D3 **Reanimation Protocols**

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Twin tesla destructor — SUSTAINED HITS 2

TWIN-LINKED

R	A	BS	S	AP	D
36"	6	3+	8	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

—

5 NAHKAMPF

Armoured bulk

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

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Death Sphere Bombardment

Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

GEGEN DIESE EINHEIT

W9 · RW 3+ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

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: -…

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Night Shroud [Legends]

Ausrüstung: Twin tesla destructor, Armoured bulk

KEYWORDS Vehicle, Aircraft, Fly, Night Shroud · **FRAKTION** Necrons