NECRONS

OPHYDIAN DESTROYERS

Deep Strike | **Reanimation Protocols**

M	T	SV	W	LD	OC
10"	5	4+	3	7+	2

80–150 PTS
Base 50mm

1 KOMMANDO

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2 BEWEGUNG

Tunnelling Horrors

At the end of your opponent's turn, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.
- This unit must make an ingress move in your next Movement phase (including in your first turn).

3 BESCHUSS

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4 ANGRIFF

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5 NAHKAMPF

Ophydian hyperphase weapons

R	A	WS	S	AP	D
Melee	5	3+	4	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Plasmacyte

Once per battle for each Plasmacyte this unit has, when this unit is selected to fight, you can use this ability. If you do, until the end of the phase, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

GEGEN DIESE EINHEIT

W5 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

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

REGELN & KEYWORDS KURZ

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo…

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: -…

AUFSTELLUNG

3-6x Ophydian Destroyer

Ausrüstung: Ophydian hyperphase weapons

▪ This unit can be equipped with up to 2x Plasmacyte.

KEYWORDS Infantry, Destroyer Cult, Ophydian Destroyers · **FRAKTION** Necrons