

NECRONS

SKORPEKH DESTROYERS

M8"

T6

SV3+

W3

LD7+

OC2

85–170 PTS

Base 50mm



Reanimation Protocols

1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

Whirling Onslaught

Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. If this unit made a Charge move this turn, you can re-roll the Hit roll instead.

5NAHKAMPF

Skorpekh hyperphase weapons

R	A	WS	S	AP	D
Melee	4	3+	7	-2	2
VERWUNDET					
2+ T1–3	3+ T4–6	4+ T7	5+ T8–13	6+ T14+	

VERTEIDIGUNG

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

W6 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
RETTUNGSWURF JE DS				
DS 0 3+	DS –1 4+	DS –2 5+	DS –3 6+	DS –4 –

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: -...

AUFSTELLUNG

3-6x Skorpekh Destroyer

Ausrüstung: Skorpekh hyperphase weapons

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

KEYWORDS Infantry, Destroyer Cult, Skorpekh Destroyers · FRAKTION Necrons