



1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

2× Gauss cannon

LETHAL HITS

R	A	BS	S	AP	D
24"	3	3+	5	-2	2

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

2× Particle beamer

BLAST

DEVASTATING WOUNDS

R	A	BS	S	AP	D
18"	D6	3+	6	0	1

VERWUNDET

2+

T1–3

3+

T4–5

4+

T6

5+

T7–11

6+

T12+

2× Tesla cannon

SUSTAINED HITS 2

R	A	BS	S	AP	D
24"	4	3+	6	0	1

VERWUNDET

2+

T1–3

3+

T4–5

4+

T6

5+

T7–11

6+

T12+

► Tesseract singularity chamber - particle

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	6	-1	2

VERWUNDET

2+

T1–3

3+

T4–5

4+

T6

5+

T7–11

6+

T12+

► Tesseract singularity chamber - seismic lash

BLAST

R	A	BS	S	AP	D
36"	D3	3+	9	-3	D6+1

VERWUNDET

2+

T1–4

3+

T5–8

4+

T9

5+

T10–17

6+

T18+

4ANGRIFF

Gravitational Field

Each time an enemy unit selects this model as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other reductions to that Charge roll).

5NAHKAMPF

Armoured bulk

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

VERWUNDET

2+

T1–3

3+

T4–5

4+

T6

5+

T7–11

6+

T12+

VERTEIDIGUNG

—

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W9 · RW 3+ · 4++ · 10 LP je Modell

WIRD VERWUNDET MIT

2+

S18+

RETTUNGSWURF JE DS

DS 0

3+

3+

S10–17

DS -1

4+

4+

S9

DS -2

4++

5+

S5–8

DS -3

4++

6+

S1–4

DS -4

4++

REGELN & KEYWORDS KURZ

Deadly Demise 1

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: -...

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (round down).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model cover.

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.

SUSTAINED HITS

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

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Tesseract Ark [Legends]

Ausrüstung:

2x Gauss cannon, 2x Particle beamer, 2x Tesla cannon, ► Tesseract singularity chamber - particle, ► Tesseract singularity chamber - seismic lash, Armoured bulk

▪ This model can replace its Two tesla cannons with Two gauss cannons or Two particle beamers.