



Reanimation Protocols

Scouts 9"

Stealth

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Particle beamer

BLAST

DEVASTATING WOUNDS

R	A	BS	S	AP	D
18"	D6	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin gauss blaster

LETHAL HITS

TWIN-LINKED

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin tesla carbine

ASSAULT

SUSTAINED HITS 2

TWIN-LINKED

R	A	BS	S	AP	D
24"	2	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Evasion Engrams

In your Shooting phase, after this unit has shot, it can make a Normal Move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

VERTEIDIGUNG

—

IMMER / EINMALIG

Nebuloscope

Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

Shadowloom

The bearer has the Stealth ability.

Shieldvanes

The bearer has a Save characteristic of 3+ and a Move characteristic of 8".

GEGEN DIESE EINHEIT

W5 · RW 4+ · 2 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

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: -...

Scouts 9" This ability always takes the form Scouts X".

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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 (roun...

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...

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].

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

AUFSTELLUNG

3-6x Tomb Blade

Ausrüstung: Particle beamer, Twin gauss blaster, Twin tesla carbine, Close combat weapon

• Each Tomb Blade can replace its Twin gauss blaster with Particle beamer or Twin tesla carbine.

• Each Tomb Blade can be equipped with one of: Shadowloom, Nebuloscope.