

NECRONS

ANRAKYR THE TRAVELLER [LEGENDS]

M

5"

T

5

SV

2+

W

6

LD

6+

OC

1

RW

4+

95 PTS

Base —



Leader

Reanimation Protocols

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Tachyon arrow

ONE SHOT

R	A	BS	S	AP	D
72"	1	2+	16	-5	D6+2

VERWUNDET

2+	3+	4+	5+	6+
T1–8	T9–15	T16	T17–31	T32+

Mind in the Machine

At the start of your opponent's Shooting phase, select one enemy VEHICLE unit within 12" of and visible to this model. That unit must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

4

ANGRIFF

—

5

NAHKAMPF

Warscythe

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	2+	8	-3	2

VERWUNDET

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

VERTEIDIGUNG

—

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IMMER / EINMALIG

Lord of the Pyrrhian Eternals

While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4++ · 6 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
2+	3+	4+	4++	4++

REGELN & KEYWORDS KURZ

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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: -...

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...

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

AUFSTELLUNG

1x Anrakyr the Traveller [Legends]

Ausrüstung: Tachyon arrow, Warscythe

Anführer

This model can be attached to the following units: IMMORTALS