

NECRONS

CANOPTEK
WRAITHS

M10"

T6

SV3+

W4

LD8+

OC2

RW4+

95–220 PTS

Base 50mm



Reanimation Protocols

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Particle caster

DEVASTATING WOUNDS

PISTOL

R	A	BS	S	AP	D
12"	3	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Transdimensional beamer

R	A	BS	S	AP	D
12"	1	4+	4	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4ANGRIFF

5NAHKAMPF

Vicious claws

R	A	WS	S	AP	D
Melee	4	4+	6	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Whip coils

R	A	WS	S	AP	D
Melee	8	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

IMMER / EINMALIG

Wraith Form

Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	4++	4++	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: -...

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...

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

3-6x Wraith w/ claws and beamer oder Wraith w/ claws and particle caster oder Wraith w/ claws oder Wraith w/ coils oder Wraith w/ coils and beamer oder Wraith w/ coils and particle caster

Ausrüstung: Particle caster, Transdimensional beamer, Vicious claws, Whip coils

KEYWORDS Beast, Fly, Canoptek, Wraiths · FRAKTION Necrons