

DOOMSDAY ARK

Deadly Demise D3 Reanimation Protocols

M

10"

T

9

SV

3+

W

14

LD

7+

OC

5

RW

4+

200 PTS

Base Large Flying Base



1

KOMMANDO

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2 BEWEGUNG

Overwhelming Obliteration
In your Movement phase, if this model Remains Stationary, until the end of the turn, its doomsday cannon has the [DEVASTATING WOUNDS] ability.

3 BESCHUSS

Doomsday cannon **BLAST** **HEAVY**

R	A	BS	S	AP	D
72"	D6+1	3+	18	-4	4

VERWUNDET

2+ T1-9	3+ T10-17	4+ T18	5+ T19-35	6+ T36+
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2x Gauss flyer array **LETHAL HITS**

RAPID FIRE 5

R	A	BS	S	AP	D
24"	5	3+	4	0	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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4

ANGRIFF

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5 NAHKAMPF

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+
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VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT
W9 · RW 3+ · 4++ · 14 LP je Modell
WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -4 4++
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Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ
Deadly Demise D3 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 (roun...
HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...
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.
RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG
1x Doomsday Ark
Ausrüstung: Doomsday cannon, 2x Gauss flyer array, Armoured bulk