

PLAYED ONES

Infiltrators Reanimation Protocols Stealth

M

5"

T

4

SV

4+

W

1

LD

7+

OC

1

55–100 PTS
Base 28.5mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

—

4

ANGRIFF

—

5

NAHKAMPF

Player claws

SUSTAINED HITS 1

TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	3+	4	-1	1

VERWUNDET

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

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IMMER / EINMALIG

Flesh Hunger

Each time a model in this unit makes a melee attack, if the target of that attack is Below Half-strength, a successful Hit roll scores a Critical Hit.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 —	DS -4 —
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REGELN & KEYWORDS KURZ

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym...

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: -...

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).

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

5-10x Played One

Ausrüstung: Player claws