



Reanimation Protocols

1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Gauss blaster

LETHAL HITS

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Tesla carbine

ASSAULT

SUSTAINED HITS 2

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

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	4	0	1

VERWUNDET

2+

T1–2

3+

T3

4+

T4

5+

T5–7

6+

T8+

VERTEIDIGUNG

—

IMMER / EINMALIG

Implacable Eradication

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 1 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
3+	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: -...

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

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].

AUFSTELLUNG

5-10x Immortal

Ausrüstung: Gauss blaster, Tesla carbine, Close combat weapon
• Each Immortal can replace its Gauss blaster with Tesla carbine.