NECRONS

LOKHUST DESTROYERS

M	T	SV	W	LD	OC
8"	6	3+	3	7+	2

40–190 PTS
Base Large Flying Base

Reanimation Protocols

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG	∞ IMMER / EINMALIG
—	—	—	—	—

3 BESCHUSS

Gauss cannon — LETHAL HITS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Hard-wired for Destruction
Each time a model in this unit makes a ranged attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker your opponent controls, you can re-roll the Hit roll instead.

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

GEGEN DIESE EINHEIT

W6 · RW 3+ · 3 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+**	**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: -…

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.

AUFSTELLUNG

1-6x Lokhust Destroyer

Ausrüstung: Gauss cannon, Close combat weapon

KEYWORDS Mounted, Fly, Destroyer Cult, Lokhust Destroyers · **FRAKTION** Necrons