

SKORPEKH LORD

Leader Reanimation Protocols

M8"

T7

SV3+

W7

LD6+

OC2

RW4+

95 PTS

Base 60mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Enmitic annihilator

RAPID FIRE 2

R	A	BS	S	AP	D
18"	2	2+	6	-1	1

VERWUNDET

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

Crimson Harvest

Each time this model ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D3+3 mortal wounds.

5NAHKAMPF

Flensing claw

R	A	WS	S	AP	D
Melee	8	2+	6	-1	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Hyperphase harvester

R	A	WS	S	AP	D
Melee	4	2+	10	-3	3

VERWUNDET

2+ T1-5	3+ T6-9	4+ T10	5+ T11-19	6+ T20+
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VERTEIDIGUNG

IMMER / EINMALIG

United In Destruction

While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

GEGEN DIESE EINHEIT

W7 · RW 3+ · 4++ · 7 LP je Modell

WIRD VERWUNDET MIT

2+ S14+	3+ S8-13	4+ S7	5+ S4-6	6+ S1-3
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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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REGELN & KEYWORDS KURZ

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

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: -...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Skorpekh Lord

Ausrüstung: Enmitic annihilator, Flensing claw, Hyperphase harvester

Anführer
This model can be attached to the following units: SKORPEKH DESTROYERS