

# CANOPTTEK ACANTHRITES [LEGENDS]

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | SV | W | LD | OC |
| 12" | 5 | 3+ | 2 | 8+ | 2  |

## AUFSTELLUNG

3-6x Canoptek Acanthrithes

Equipped with: Cutting beam, Voidblade

## ⦿ RANGED WEAPONS

| WEAPON                                 | RANGE | A | BS | S | AP | D  |
|----------------------------------------|-------|---|----|---|----|----|
| Cutting beam<br><small>MELTA 2</small> | 12"   | 1 | 4+ | 9 | -4 | D6 |

## ✂ MELEE WEAPONS

| WEAPON    | RANGE | A | WS | S | AP | D |
|-----------|-------|---|----|---|----|---|
| Voidblade | Melee | 3 | 4+ | 5 | -2 | 1 |

## ABILITIES

**RULES** - Infiltrators, Reanimation Protocols

### Damaged Armour

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly NECRONS model makes an attack that targets that unit, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

## WEAPON RULES

### Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

