

HEXMARK DESTROYER

M	T	SV	W	LD	OC
8"	5	3+	5	6+	1

AUFSTELLUNG

1x Hexmark Destroyer (50mm)

Equipped with: Enmitic disintegrator pistols, Close combat weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Enmitic disintegrator pistols <small>IGNORES COVER, PISTOL</small>	18"	6	2+	6	-2	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

RULES - Deep Strike, Lone Operative, Reanimation Protocols

Inescapable Death

Once per turn, one unit from your army with this ability can be targeted with the Fire Overwatch Stratagem for OCP, even if you have already used that Stratagem on a different unit this phase. In addition, each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 2+.

Multi-threat Eliminator

Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attack that targets a friendly NECRONS unit within 3" of a model with this ability, after that enemy has shot, one model with this ability that is within 3" of that target can shoot as if it were your Shooting phase, but must target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



WEAPON RULES

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.