

# ILLUMINOR SZERAS

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 8" | 8 | 2+ | 9 | 6+ | 3  | 4+ |

## AUFSTELLUNG

1x Illuminor Szeras (80mm)

Equipped with: Eldritch lance, Impaling legs

### ⦿ RANGED WEAPONS

| WEAPON         | RANGE | A | BS | S | AP | D |
|----------------|-------|---|----|---|----|---|
| Eldritch lance | 36"   | 3 | 3+ | 9 | -3 | 3 |

### ⚔ MELEE WEAPONS

| WEAPON                                        | RANGE | A | WS | S | AP | D |
|-----------------------------------------------|-------|---|----|---|----|---|
| Eldritch lance                                | Melee | 4 | 3+ | 9 | -3 | 3 |
| Impaling legs<br><small>EXTRA ATTACKS</small> | Melee | 4 | 3+ | 6 | -1 | 1 |

### ABILITIES

**RULES** - Feel No Pain 4+, Reanimation Protocols

#### Atomic Energy Manipulator

At the end of the Fight phase, if this model destroyed one or more models this phase, until the end of the battle, add 3" to the range of its Mechanical Augmentation ability (to a maximum of 12").

#### Illuminor

While this model is within 3" of one or more other friendly NECRONS units, this model has the Lone Operative ability.

#### Mechanical Augmentation (Aura)

While a friendly NECRONS BATTLELINE unit is within 3" of this model, each time a model in that unit makes an attack, improve the Armour Penetration characteristic of that attack by 1, and each time an attack targets that unit, worsen the Armour Penetration characteristic of that attack by 1.



## WEAPON RULES

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### Extra Attacks

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's **[EXTRA ATTACKS]** weapons.
- One of that model's other melee weapons, if possible.