

SKORPEKH DESTROYERS

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

AUFSTELLUNG

3-6x Skorpekh Destroyer (50mm)

Equipped with: Skorpekh hyperphase weapons

Wargear Options:

- This unit can be equipped with up to 2x Plasmacyte.

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2

ABILITIES

RULES - Reanimation Protocols

Plasmacyte

Once per battle for each Plasmacyte this unit has, when this unit is selected to fight, you can use this ability. If you do, until the end of the phase, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Whirling Onslaught

Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. If this unit made a Charge move this turn, you can re-roll the Hit roll instead.

