

CANOPTTEK SCARAB SWARMS

40–80 PTS



M	T	SV	W	LD	OC
10"	2	6+	4	8+	0

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Feeder mandibles	Melee	6	5+	2	0	1

LETHAL HITS

AUFSTELLUNG

3-6x Canoptek Scarab Swarm (40mm)

Equipped with: Feeder mandibles

ABILITIES

Chittering Swarm

While an enemy unit is within Engagement Range of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1). While this unit is within 6" of one or more friendly CRYPTOTEK models, the Objective Control characteristic of models in this unit is 1.

Self-destruction

At the start of the Fight phase, if this unit is within Engagement Range of one or more enemy units, you can select one model in this unit to destroy. If you do, select one enemy unit within Engagement Range of that model and roll one D6, adding 1 to the result if that unit is a VEHICLE. On a 2-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers 3 mortal wounds.

WEAPON RULES

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

CORE RULES

◆ 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:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

