

CANOPTTEK TOMB CRAWLERS

60 PTS



M	T	SV	W	LD	OC
5"	4	3+	3	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dimensional isolator	12"	2	4+	4	-2	2
Twin gauss reaper	12"	2	4+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claws	Melee	4	4+	6	-1	1

AUFSTELLUNG

2x Tomb Crawler w/ twin gauss reaper oder Tomb Crawler w/ twin gauss reaper (50mm)

Equipped with: Dimensional isolator, Twin gauss reaper, Claws

Wargear Options:

- Each Tomb Crawler w/ twin gauss reaper can replace its Twin gauss reaper with Dimensional isolator.

ABILITIES

Canoptek Retinue

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Cryptek model (a unit cannot have more than one Tomb Crawlers unit joined to it and cannot have both a Tomb Crawlers and a Cryptothralls unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

Weapon Sentinels

Each time a model in this unit makes a ranged attack that targets a unit within 12", you can ignore any or all modifiers to the following: that attack's Ballistic Skill characteristic; the Hit roll; the Wound roll.

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].

TWIN-LINKED

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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.

