

NECRONS

LOKHUST DESTROYERS

40–190 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss cannon LETHAL HITS	24"	3	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

AUFSTELLUNG

1-6x Lokhust Destroyer (Large Flying Base)
Equipped with: Gauss cannon, Close combat weapon

ABILITIES

Hard-wired for Destruction

Each time a model in this unit makes a ranged attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker your opponent controls, you can re-roll the Hit roll instead.

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.

