

NECRONS

NEKROSOR
AMMENTAR

195 PTS



M

10"

T

8

SV

3+

W

9

LD

6+

OC

3

4+

RANGED WEAPONS

WEAPON	RANGE A BS S AP D					
Enmitic disintegrators	IGNORES COVER	PISTOL	18"	4	2+	6 -2 1
SUSTAINED HITS 2						

MELEE WEAPONS

WEAPON		RANGE	A	WS	S	AP	D
Blade tail and whip coils	EXTRA ATTACKS	Melee	6	2+	6	-1	1
Unmaker gauntlet		Melee	6	2+	10	-3	3

AUFSTELLUNG

1x Nekrosor Ammentar (80mm)

Equipped with: Enmitic disintegrators, Blade tail and whip coils, Unmaker gauntlet

ABILITIES

- Infectious Murder-madness (Aura)**
While a friendly Necrons unit (excluding Monster and Titanic units) is within 6" of this model, each time a model in that unit makes an attack, if that model has the Destroyer Cult keyword or that enemy unit is the closest eligible target, that attack has the **SUSTAINED HITS 1** ability.
- Nullstone Field Generator (Aura)**
While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks.

- Prophet of Destruction**
Each time this model destroys an enemy unit, select one other friendly Destroyer Cult unit within 9" of it. Until the end of the phase, each time a model in that unit makes an attack, re-roll a Wound roll of 1.
- Protective Disciples**
While this model is within 3" of one or more other friendly Destroyer Cult units, this model has the Lone Operative ability.



WEAPON RULES

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.

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

SUSTAINED HITS

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

◆ 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.

