

NECRONS

SKORPEKH LORD

95 PTS



M

8"

T

7

SV

3+

W

7

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Enmitic annihilator	18"	2	2+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flensing claw	Melee	8	2+	6	-1	1
Hyperphase harvester	Melee	4	2+	10	-3	3

AUFSTELLUNG

1x Skorpekh Lord (60mm)
Equipped with: Enmitic annihilator, Flensing claw, Hyperphase harvester

ABILITIES

CORE - Leader

Crimson Harvest

Each time this model ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D3+3 mortal wounds.

United In Destruction

While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader

This model can be attached to the following units: SKORPEKH DESTROYERS

WEAPON RULES

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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.

