

NECRONS

TOMB
BLADES

70–140 PTS



M	T	SV	W	LD	OC
12"	5	4+	2	7+	2

RANGED WEAPONS

WEAPON		RANGE	A	BS	S	AP	D
Particle beamer	BLAST DEVASTATING WOUNDS	18"	D6	3+	5	0	1
Twin gauss blaster	LETHAL HITS TWIN-LINKED	24"	2	3+	5	-1	1
Twin tesla carbine	ASSAULT SUSTAINED HITS 2 TWIN-LINKED	24"	2	3+	5	0	1

MELEE WEAPONS

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

AUFSTELLUNG

3-6x Tomb Blade (Small Flying Base)

Equipped with: Particle beamer, Twin gauss blaster, Twin tesla carbine, Close combat weapon

Wargear Options:

- Each Tomb Blade can replace its Twin gauss blaster with Particle beamer or Twin tesla carbine.
- Each Tomb Blade can be equipped with one of: Shadowloom, Nebuloscope.

ABILITIES

Evasion Engrams

In your Shooting phase, after this unit has shot, it can make a Normal Move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Nebuloscope

Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

Shadowloom

The bearer has the Stealth ability.

Shieldvanes

The bearer has a Save characteristic of 3+ and a Move characteristic of 8".



WEAPON RULES

ASSAULT

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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]**.*

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).*

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.

◆ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).