

## ENHANCEMENTS

## Deepening Madness

20 pts

This unit's ranged attacks have [ASSAULT].

## Recursive Reanimation

5 pts

When this unit activates its Reanimation Protocols, +1 to the roll.

## DETACHMENT-REGEL

- Friendly TOMB BLADES units have Deep Strike.
- When a friendly TOMB BLADES unit is selected to shoot, if that unit made an ingress move this turn, that unit's ranged attacks have +1 to hit rolls.

## STRATAGEMS

1 CP

SKYSHROUD SPEARHEAD  
STRATAGEM · WAHAPEDIA

MOVEMENT

## OMNILOCKED STRAFING

**When:** Your Movement phase, when a friendly NECRONS MOUNTED unit is selected to make a fall-back move.

**Target:** That NECRONS MOUNTED unit.

**Effect:** That move does not prevent your unit from being eligible to shoot.

1 CP

SKYSHROUD SPEARHEAD  
STRATAGEM · WAHAPEDIA

SHOOTING

## EVASIVE PROTOCOLS

**When:** Your opponent's Shooting phase, when an enemy unit targets a friendly NECRONS MOUNTED unit.

**Target:** That NECRONS MOUNTED unit.

**Effect:** Ranged attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.

1 CP

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MOVEMENT

## SWIFT AS DEATH

**When:** Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged NECRONS MOUNTED unit.

**Target:** That NECRONS MOUNTED unit.

**Effect:** Your unit can make a normal move of up to D3+3".