NECRONS

SKYSHROUD SPEARHEAD

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

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 RULE

- 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 (3/3)

1 CP SKYSHROUD SPEARHEAD STRATAGEM 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 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".

1 CP SKYSHROUD SPEARHEAD STRATAGEM 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.