

SKYSHROUD SPEARHEAD

 1 DP · RECONNAISSANCE

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

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MOVEMENT

OMNIOLOCKED 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

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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".