

TRIARCH PRAETORIANS - NECRONS

80–160 PTS

M	T	Sv	W	LD	OC
10"	5	3+	2	7+	1

AUFSTELLUNG
5-10x Triarch Praetorian (32mm)
Equipped with: Particle caster, Rod of covenant, Voidblade
Wargear Options:
■ Each Triarch Praetorian can replace its Rod of covenant with Particle caster and voidblade.

KEYWORDS: Infantry, Fly, Triarch Praetorians
FACTION KEYWORDS: Necrons

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Particle caster DEVASTATING WOUNDS, PISTOL	12"	3	3+	5	0	1
Rod of covenant	12"	1	3+	5	-2	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Rod of covenant	Melee	3	3+	5	-2	2
Voidblade	Melee	4	3+	5	-2	1

ABILITIES

Relentless Combatants
You can re-roll Charge rolls made for this unit, and this unit is eligible to declare a charge in a turn in which it Fell Back.

WEAPON ABILITIES

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.*

Pistol
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

FACTION 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.

CORE RULES

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Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.