

NIGHT SCYTHER

M	T	SV	W	LD	OC
14"	9	3+	12	7+	0

AUFSTELLUNG

1x Night Scythe (120x92mm Oval Base)

Equipped with: Twin tesla destructor, Armoured bulk

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin tesla destructor SUSTAINED HITS 2, TWIN-LINKED	36"	6	3+	8	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D3, Deep Strike, Hover, Reanimation Protocols

Damaged: 1-4 wounds remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Invasion Beams

At the end of the Fight phase, if there are no models currently embarked within this TRANSPORT, you can select one friendly NECRONS INFANTRY unit wholly within 6" of this TRANSPORT. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this TRANSPORT.

Quantum Invader

This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

Night Scythe (Transport)

Capacity: This model has a transport capacity of 1 NECRONS INFANTRY unit.



WEAPON RULES

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.