

NECRONS

CANOPTEK
SPYDERS

65–110 PTS



CANOPTEK SPYDER

M	T	SV	W	LD	OC
5"	7	3+	6	8+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Particle beamer BLAST DEVASTATING WOUNDS	18"	D6	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Automaton claws	Melee	5	4+	8	-2	2

AUFSTELLUNG

1-2x Canoptek Spyder - Equipped with: Automaton claws, Particle beamer (60mm)

ABILITIES

Canoptek Swarm

In your Command phase, select one friendly CANOPTEK SCARAB SWARM unit within 6" of this unit. One destroyed model is returned to that CANOPTEK SCARAB SWARM unit for each SPYDER model in this unit.

Fabricator Claw Array (Aura)

While a friendly NECRONS VEHICLE unit is within 6" of the bearer, models in that unit have the Feel No Pain 6+ ability.

Gloom Prism (Aura)

While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks.

WEAPON RULES

BLAST

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*



CORE RULES

◆ **Deadly Demise 1**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◆ **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.

