

NECRONS

CANOPTEK

WRAITHS

95–220 PTS

M

10"

T

6

SV

3+

W

4

LD

8+

OC

2

4+



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Particle caster DEVASTATING WOUNDS PISTOL	12"	3	4+	5	0	1
Transdimensional beamer	12"	1	4+	4	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vicious claws	Melee	4	4+	6	-1	2
Whip coils	Melee	8	4+	5	0	1

AUFSTELLUNG

3-6x Wraith w/ claws and beamer oder Wraith w/ claws and particle caster oder Wraith w/ claws oder Wraith w/ coils oder Wraith w/ coils and beamer oder Wraith w/ coils and particle caster (50mm)

Equipped with: Particle caster, Transdimensional beamer, Vicious claws, Whip coils

ABILITIES

Wraith Form

Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON RULES

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.

CORE 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.

