

NECRONS

ILLUMINOR SZERAS

175 PTS



M

8"

T

8

SV

2+

W

9

LD

6+

OC

3

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eldritch lance	36"	3	3+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Eldritch lance	Melee	4	3+	9	-3	3
Impaling legs	Melee	4	3+	6	-1	1

AUFSTELLUNG

1x Illuminor Szeras (80mm)

Equipped with: Eldritch lance, Impaling legs

ABILITIES

Atomic Energy Manipulator
At the end of the Fight phase, if this model destroyed one or more models this phase, until the end of the battle, add 3" to the range of its Mechanical Augmentation ability (to a maximum of 12").

Illuminor
While this model is within 3" of one or more other friendly NECRONS units, this model has the Lone Operative ability.

Mechanical Augmentation (Aura)
While a friendly NECRONS BATTLELINE unit is within 3" of this model, each time a model in that unit makes an attack, improve the Armour Penetration characteristic of that attack by 1, and each time an attack targets that unit, worsen the Armour Penetration characteristic of that attack by 1.

WEAPON RULES

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.