

CANOPTEK SCARAB SWARMS

M	T	SV	W	LD	OC
9"	2	6+	4	8+	0



MELEE WEAPONS

RANGE	A	WS	S	AP	D
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Feeder mandibles [LETHAL HITS]	Melee	6	5+	2	0	1
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ABILITIES

CORE: Deadly Demise 1

FACTION: Reanimation Protocols

Self-destruction: At the start of the Fight phase, if this unit is within Engagement Range of one or more enemy units, you can select one model in this unit to destroy. If you do, do not roll for that model's Deadly Demise ability; instead, select one enemy unit within Engagement Range of that model and roll one D6, adding 1 to the result if that unit is a **VEHICLE**. On a 2-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers D3+3 mortal wounds.

Swarm: While an enemy unit is within Engagement Range of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1).

KEYWORDS: SWARM, FLY, CANOPTEK, SCARAB SWARMS



FACTION KEYWORDS:
NECRONS

CANOYTEK SCARAB SWARMS

Canoptek Scarabs attack in skimming swarms. They descend upon the enemy with high-pitched chitters before breaking down infantry and tanks alike into raw energy with their feeder mandibles. Often attacking as the first wave of a Necron assault, these mechanical insectoids spread fear and destruction.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3-6 Canoptek Scarab Swarms

Every model is equipped with: feeder mandibles.

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