

CANOPTÉK SPYDERS

M

5"

T

7

SV

3+

W

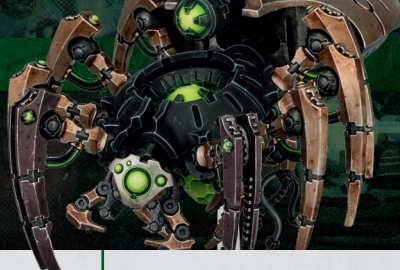
6

LD

8+

OC

2



⚙️	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Particle beamer [BLAST, DEVASTATING WOUNDS]	18"	D6	3+	6	0	1
⚔️	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Automaton claws	Melee	5	4+	8	-2	2

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Reanimation Protocols**

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

WARGEAR ABILITIES

Fabricator Claw Array (Aura): While a friendly **NECRONS VEHICLE** unit is within 6" of the bearer, that unit has 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 4+ ability against Psychic Attacks.

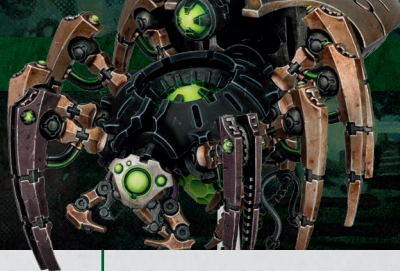
KEYWORDS: **VEHICLE, FLY, CANOPTÉK, SPYDERS**



FACTION KEYWORDS:
NECRONS

CANOPTEK SPYDERS

Canoptek Spyders are formidable control-and-repair constructs, augmented with battlefield support systems. Whether blasting enemies with particle beamers, warding off empyric energies with gloom prisms or fabricating and unleashing fresh waves of Canoptek Scarabs, they are a force to be reckoned with.



WARGEAR OPTIONS

- Any number of models can each be equipped with 2 particle beamers.
 - Any number of models can each be equipped with 1 fabricator claw array.
 - Any number of models can each be equipped with 1 gloom prism.
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UNIT COMPOSITION

- 1-2 Canoptek Spyders

Every model is equipped with: automaton claws.

KEYWORDS: VEHICLE, FLY, CANOPTEK, SPYDERS



FACTION KEYWORDS:
NECRONS