

# LOKHUST HEAVY DESTROYERS

M	T	SV	W	LD	OC
7"	6	3+	4	7+	2



⚡	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Enmitic exterminator [HEAVY, RAPID FIRE 6, SUSTAINED HITS 1]	36"	6	3+	6	-1	1
	Gauss destructor [HEAVY, LETHAL HITS]	48"	1	3+	14	-4	6
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	2	3+	4	0	1

## ABILITIES

FACTION: **Reanimation Protocols**

**Optimised for Slaughter:** Each time a model in this unit makes an attack with an enmitic exterminator against an **INFANTRY** unit, re-roll a Wound roll of 1. Each time a model in this unit makes an attack with a gauss destructor against a **MONSTER** or **VEHICLE** unit, re-roll a Wound roll of 1.

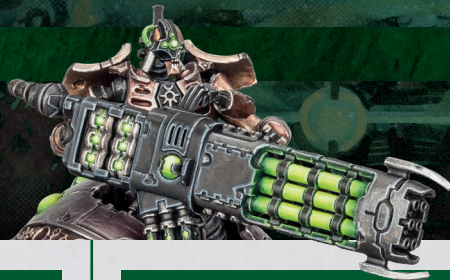
KEYWORDS: MOUNTED, FLY, LOKHUST HEAVY DESTROYERS



FACTION KEYWORDS:  
**NECRONS**

# LOKHUST HEAVY DESTROYERS

*The Destroyer Cults think nothing of sacrificing their physical forms to optimise themselves for slaughter. Lokhust Heavy Destroyers skim to battle upon repulsor-sled bodies, their upper limbs bound into gauss destructors or enmitic exterminators with which they decimate their foes with devastating blasts from afar.*



## WARGEAR OPTIONS

- Any number of models can each have their gauss destructor replaced with 1 enmitic exterminator.

## UNIT COMPOSITION

- 1-3 Lokhust Heavy Destroyers

Every model is equipped with: gauss destructor; close combat weapon.

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