

OPHYDIAN DESTROYERS

M	T	SV	W	LD	OC
9"	5	4+	3	7+	2



MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2

ABILITIES

CORE: Deep Strike

FACTION: Reanimation Protocols

Tunnelling Horrors: At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

WARGEAR ABILITIES

Plasmacyte: Once per battle for each Plasmacyte this unit has, when this unit is selected to fight, you can use this ability. If you do, until the end of the phase, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Designer's Note: Place the relevant number of Plasmacyte tokens next to the unit, removing one each time this unit uses this ability.

KEYWORDS: INFANTRY, OPHYDIAN DESTROYERS



FACTION KEYWORDS:
NECRONS

OPHYDIAN DESTROYERS

Repugnant to other Necrons, Ophydian Destroyers echo elements of servile Canoptek Wraiths and reviled Flayed Ones in their murder-optimised bodies. Tunnelling through solid ferrocrete with frenzied violence and flickers of dimensional displacement, they burst into view to ambush, hack and rend their prey apart.



WARGEAR OPTIONS

- For every 3 models in this unit, this unit can have 1 Plasmacyte.

UNIT COMPOSITION

- 3-6 Ophydian Destroyers

Every model is equipped with:
Ophydian hyperphase weapons.

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