

SKORPEKH DESTROYERS

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



| MELEE WEAPONS | RANGE | A | WS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Skorpekh hyperphase weapons | Melee | 4 | 3+ | 7 | -2 | 2 |

ABILITIES

FACTION: Reanimation Protocols

Whirling Onslaught: Each time a model in this unit makes a melee attack, you can ignore any or all modifiers to that attack's Weapon Skill characteristic and/or that attack's Hit roll.

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, SKORPEKH DESTROYERS



FACTION KEYWORDS:
NECRONS

SKORPEKH DESTROYERS

Skorpekh Destroyers favour overwhelming close-quarters violence to slaughter their victims. Though ungainly off the battlefield, in combat their tripod limbs allow them to pass through enemy lines in a madcap pirouette of slashing hyperphase blades, nigh on impossible to evade or parry.



WARGEAR OPTIONS

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

UNIT COMPOSITION

- 3-6 Skorpekh Destroyers

Every model is equipped with: Skorpekh hyperphase weapons.

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