

DEATHMARKS

M	T	SV	W	LD	OC
5"	5	3+	1	7+	1



⚔ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Synaptic disintegrator [HEAVY, PRECISION]	36"	1	3+	5	-2	2
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

CORE: Deep Strike

FACTION: Reanimation Protocols

Hyperspace Hunters: Once per turn, in the Reinforcements step of your opponent's Movement phase, when an enemy unit is set up on the battlefield from Reserves within 18" of and visible to this unit, this unit can shoot as if it were your Shooting phase, but must only target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

KEYWORDS: INFANTRY, DEATHMARKS



FACTION KEYWORDS:
NECRONS

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No target can evade the Deathmarks. Watching from dimensional oubliettes, these expert snipers track enemy movements, communications and even teleport signatures before striking. They do so in a blaze of synaptic disintegrator fire that shreds not only their victims' bodies, but also their very minds.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 5-10 Deathmarks

Every model is equipped with: synaptic disintegrator; close combat weapon.

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