

IMMORTALS

M T SV W LD OC

5" 5 3+ 1 7+ 2



RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Gauss blaster [LETHAL HITS]	24"	2	3+	5	-1	1
Tesla carbine [ASSAULT, SUSTAINED HITS 2]	18"	2	3+	5	0	1

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

FACTION: Reanimation Protocols

Implacable Eradication: Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

KEYWORDS: INFANTRY, BATTLELINE, IMMORTALS



FACTION KEYWORDS:
NECRONS

IMMORTALS

Once the shock troops of the Necron Ty, Immortals still provide their masters with a powerful core of skilled soldiery millennia later. More advanced than Necron Warriors, they can employ a number of strategies even without command, and their firepower makes them deadly in close or midrange engagements.



WARGEAR OPTIONS

- All models in this unit can each have their gauss blaster replaced with 1 tesla carbine.

UNIT COMPOSITION

- 5-10 Immortals

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

KEYWORDS: INFANTRY, BATTLELINE, IMMORTALS



FACTION KEYWORDS:
NECRONS