

# 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 Necrontyr, 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.

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