

# TOMB BLADES

M	T	SV	W	LD	OC
12"	5	4+	2	7+	2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Particle beamer [BLAST, DEVASTATING WOUNDS]	18"	06	2+	6	0	1
Twin gauss blaster [LETHAL HITS, TWIN-LINKED]	24"	2	3+	5	-1	1
Twin tesla carbine [ASSAULT, SUSTAINED HITS 2, TWIN-LINKED]	18"	2	3+	5	0	1

## MELEE WEAPONS

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

## ABILITIES

**CORE:** Scouts 9"

**FACTION:** Reanimation Protocols

**Evasion Engrams:** Each time an attack targets this unit, subtract 1 from the Hit roll.

## WARGEAR ABILITIES

**Nebuloscope:** Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

**Shadowloom:** The bearer has a 5+ invulnerable save.

**Shieldvanes:** The bearer has a 3+ Save characteristic.

KEYWORDS: MOUNTED, FLY, TOMB BLADES



FACTION KEYWORDS:  
**NECRONS**

# TOMB BLADES

*Tomb Blades are fast assault skimmers whose spiralling attack patterns are based on fractal hyperlogic. They are well armed, often afforded extra protection by the addition of darkness-generating shadowlooms or armoured shieldvanes. Others employ nebuloscopes to target the foe through even solid fortifications.*



## WARGEAR OPTIONS

- Any number of models can each have their twin gauss blaster replaced with one of the following:
  - 1 particle beamer
  - 1 twin tesla carbine
- Any number of models can each be equipped with 1 shieldvane.
- Any number of models can each be equipped with one of the following:
  - 1 nebuloscope
  - 1 shadowloom

## UNIT COMPOSITION

- 3-6 Tomb Blades

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

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