


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"	D6	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

KEYWORDS: MOUNTED, FLY, TOMB BLADES



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.

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 shieldvanes.
- 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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