

# DOOM SCYTHE

M      T      SV      W      LD      OC

20+"    9    3+    12    7+    0



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy death ray [SUSTAINED HITS D3]	36"	3	3+	16	-4	D6+1
Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	36"	6	3+	7	0	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

**Atavistic Instigation:** Each time this model targets an enemy **INFANTRY** unit with its heavy death ray, your opponent must declare if that unit will stand firm or duck for cover:

- If it stands firm, when resolving attacks against that unit with that weapon this phase, a successful unmodified Hit roll of 5+ scores a Critical Hit.
- If it ducks for cover, until the start of your next Shooting phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

## DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, DOOM SCYTHE**



FACTION KEYWORDS:  
**NECRONS**

# DOOM SCYTHE

The Doom Scythe is a terror weapon whose wailing engines evoke atavistic horror in the luckless foe. Their primary armament, the heavy death ray, is more frightening still, for wherever its searing energy beam carves through the enemy's ranks, it leaves nothing but blasted wreckage in its wake.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Doom Scythe

This model is equipped with: heavy death ray; twin tesla destructor; armoured bulk.

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