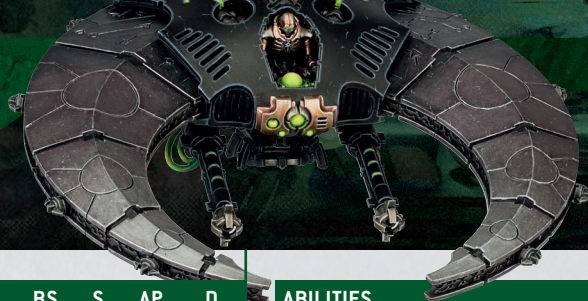


NIGHT SCYTHER

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0



⚙️ RANGED WEAPONS	RANGE	A	BS	S	AP	D
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**

Translocation Beams: At the end of the Fight phase, if there are no models currently embarked within this **TRANSPORT**, you can select one friendly **NECRONS INFANTRY** unit wholly within 6" of this **TRANSPORT**. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this **TRANSPORT**.

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, TRANSPORT, NIGHT SCYTHER**



FACTION KEYWORDS:
NECRONS

NIGHT SCYTHER

Many Necron invasions begin with Night Scythes flitting through a world's void defences. Potent aerial fighters in their own right, Night Scythes also employ invasion beams to generate captive wormholes through which invading infantry can march direct from distant Necron tomb worlds to begin their conquests anew.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Night Scythe

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

TRANSPORT

This model has a transport capacity of 1 **NECRONS INFANTRY** unit.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, TRANSPORT, NIGHT SCYTHER



FACTION KEYWORDS:
NECRONS