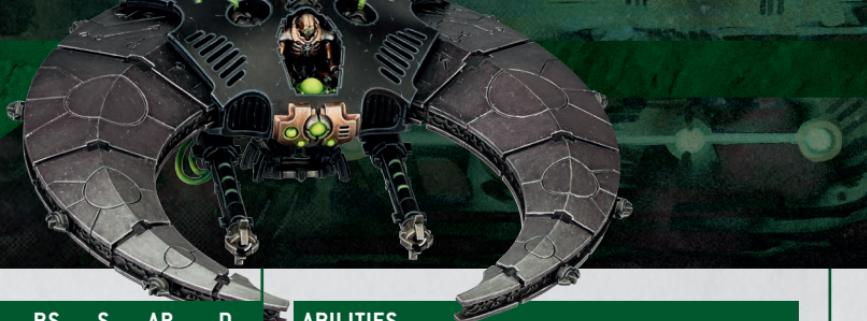


# NIGHT SCYTHE

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



## RANGED WEAPONS

Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	RANGE	A	BS	S	AP	D
	36"	6	3+	7	0	2

## MELEE WEAPONS

Armoured bulk	RANGE	A	WS	S	AP	D
	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 SCYTHE



FACTION KEYWORDS:  
**NECRONS**

# NIGHT SCYTHE

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 SCYTHE



FACTION KEYWORDS:  
**NECRONS**