

# Makheru

Nekhra Hero

Eye of Khetsah

Ra	At	St	Da
12	4h	5+	2

Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
6	3	3+	2+	3+	2+	4	3	1

General's Crook

Ra	At	St	Da
CC	2i	4+	2

Def 2

Sav 3+

## Powers

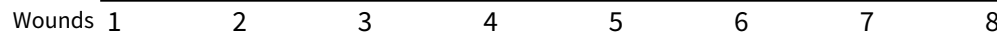
*Shield of the Vizier:* Select one friendly Troops LoS unit within 32cm. On a successful Aptitude check, that unit gains **Enhance Toughness 1 (min. 2+)** till the end of the battle round.

## Special Rules

**Enhance Initiative 6 within 12cm.**

**Heal D3** once per game during the Orders phase.

*General's Crook: Targeted Attack* (When attacked with this weapon, the targeted unit's Shielding or Parry saves are capped at this weapon's Attacks stat for this attack).



# Persecutor Orthostat

Nekhra Vehicle

Phototronic Ray

Ra	At	St	Da
36	8v	5+	2

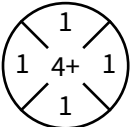
Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
8	2	5+	4+	5+	6+	4	3	0

Flame of Ra'amun

Ra	At	St	Da
12	6i	4+	2

Ram (Medium)

Ra	At	St	Da
CC	6i	4+	3



1 Turn

## Special Rules

**Fly** (Pass over all terrain as if it were not there. Suffer no terrain Disadvantages to Movement).

**Protect Heroes and Infantry 6** (Units within 6cm of this Persecutor Orthostat cannot be targeted for shooting attacks. This Persecutor Orthostat can be targeted).

*Flame of Ra'amun: Areal Effect* (Damage from weapons with this rule always carries within one unit, but not across units within squadrons).



# Throne Warrior

Nekhra Infantry

Nekhra Rifle

Ra	At	St	Da
14	1i	4+	2

Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
6	2	4+	4+	4+	6+	2	1	0

Metal Fists

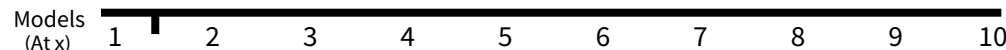
Ra	At	St	Da
CC	2i	3+	1

Def 0

Sav 5+

## Special Rules

**Revive 5** (After resolving casualties for this unit, if any models remain, roll 1D6 per models slain during this battle round. For each roll of 5+, return one model to the unit).



# Cataclysms

Nekhra Infantry

Cataclysm Cannon

Ra	At	St	Da
24	3v	5+	2

Mov	Act	Ini	Sho	Clo	Apt	Shi	Par	Pow
6	2	4+	4+	4+	6+	3	4	0

Cataclysm Fists

Ra	At	St	Da
CC	2v	3+	2

Def 0

Sav 4+

## Special Rules

**Enhance Shooting 2** in an activation in which this unit does not move.

**Fly** (Pass over all terrain as if it were not there. Suffer no terrain Disadvantages to Movement).

**Revive 5** (After resolving casualties for this unit, if any models remain, roll 1D6 per models slain during this battle round. For each roll of 5+, return one model to the unit).

*Cataclysm Cannon: Areal Effect* (Damage from weapons with this rule always carries within one unit, but not across units within squadrons).

