CATACOMB COMMAND BARGE

120 PTS

M	T	Sv	W	LD	OC
10"	8	3+	9	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss cannon **LETHAL HITS**	24"	3	3+	5	-2	2
Staff of light	18"	3	2+	5	-2	1
Tesla cannon **SUSTAINED HITS 2**	24"	4	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Overlord's blade **DEVASTATING WOUNDS**	Melee	4	2+	8	-3	2
Staff of light	Melee	4	3+	5	-2	1

ABILITIES

Advanced Quantum Shielding
Each time an attack targets this model, if the Strength characteristic of that attack is greater than this model's Toughness characteristic, subtract 1 from the Wound roll.

Carrier Wave (Aura)
While a friendly NECRONS unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

Resurrection orb
(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, select up to one friendly NECRONS INFANTRY/NECRONS MOUNTED unit within 6" of this unit. That unit resurrects:

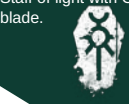
- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

AUFSTELLUNG

1x Catacomb Command Barge (Large Flying Base)

Equipped with: Gauss cannon, Staff of light, Tesla cannon, Overlord's blade

Wargear Options:
- This model can replace its Gauss cannon with Tesla cannon.
- This model can replace its Staff of light with Overlord's blade.



KEYWORDS: Vehicle, Character, Fly, Catacomb Command Barge, Frame, Noble
FACTION KEYWORDS: Necrons

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WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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