CONVERGENCE OF DOMINION

CONVERGENCE OF DOMINION STARSTELE

M	T	Sv	W	LD	OC
-	9	3+	7	8+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Transdimensional abductor	18"	3	4+	6	-2	3

ABILITIES

Ancient Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Deployment
When this unit is first set up on the battlefield, its models do not have to be set up in Unit Coherency. Instead, each model must be set up wholly within 12" of one other model from its unit. From that point on, each model in this unit is treated as a separate unit.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Reanimation Nodes (Aura)
While a friendly NECRONS INFANTRY unit is within 6" of this FORTIFICATION, models in that unit have the Feel No Pain 6+ 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.

AUFSTELLUNG

1-3x Convergence of Dominion Starstele - Equipped with: Transdimensional abductor (Hull)

KEYWORDS: Fortification, Vehicle, Convergence of Dominion, Frame
FACTION KEYWORDS: Necrons