OVERLORD WITH TRANSLOCATION SHROUD

90 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Overlord's blade DEVASTATING WOUNDS	Melee	4	2+	8	-3	2

ABILITIES

CORE - Leader

My Will Be Done
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Resurrection orb
(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, this 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.

Translocation Shroud
Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit. In addition, each time a model in that unit makes a Normal, Advance or Fall Back move, until that move is finished, it can move horizontally through models and terrain features (it cannot finish a move on top of another model or its base).

Leader
This model can be attached to the following units: IMMORTALS, LYCHGUARD, NECRON WARRIORS

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.

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

1x Overlord with Translocation Shroud (40mm)

Equipped with: Overlord's blade

KEYWORDS: Infantry, Character, Noble, Overlord, Overlord with Translocation Shroud, Leader
FACTION KEYWORDS: Necrons

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CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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FACTION KEYWORDS: Necrons