C'TAN SHARD OF THE NIGHTBRINGER - NECRONS

360 PTS

M	T	Sv	W	LD	OC
10"	11	3+	16	6+	4

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x C'tan Shard of the Nightbringer (90mm)

Equipped with: Gaze of death, ➤ Scythe of the Nightbringer - strike, ➤ Scythe of the Nightbringer - sweep

KEYWORDS: Monster, Character, Epic Hero, Fly, C'tan Shard of the Nightbringer

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gaze of death	18"	D3	2+	12	-3	D6+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Scythe of the Nightbringer - strike DEVASTATING WOUNDS	Melee	6	2+	14	-4	D6+2
➤ Scythe of the Nightbringer - sweep	Melee	14	2+	8	-2	2

ABILITIES

Distortion Fields (Aura)
While an enemy unit is within 6" of this unit, it is unravelling. While an enemy unit is unravelling, each time an attack targets that unit, improve the Armour Penetration characteristic of that attack by 1.

At the start of each phase, for each Necrons Monster unit from your army, that unit can suffer 3 mortal wounds. If it does, until the end of the phase, the range of that unit's Distortion Fields Aura ability is increased to 9".

Drain Life
At the end of the Fight phase, roll one D6 for each enemy unit within 6" of this model: on a 4+, that enemy unit suffers D3 mortal wounds.

Enslaved Star God
This model cannot be your WARLORD.

Necrodermis
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

Quantum Goad
This model is eligible to declare a charge in a turn in which it Advanced.

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 D6
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.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.