

C'TAN SHARD OF THE VOID DRAGON -
NECRONS

345 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x C'tan Shard of the Void Dragon (80mm)

Equipped with: Spear of the Void Dragon, Voltaic storm, Canoptek tail blades, ➤ Spear of the Void Dragon - strike, ➤ Spear of the Void Dragon - sweep

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

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spear of the Void Dragon <small>ANTI-VEHICLE 2+</small>	12"	D3	2+	8	-3	D6+2
Voltaic storm <small>BLAST, SUSTAINED HITS 2</small>	18"	D6+3	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Canoptek tail blades <small>EXTRA ATTACKS</small>	Melee	6	2+	6	-1	1
➤ Spear of the Void Dragon - strike <small>ANTI-VEHICLE 2+</small>	Melee	5	2+	12	-4	D6+2
➤ Spear of the Void Dragon - sweep	Melee	10	2+	8	-1	2

ABILITIES

Animus Damper

Once per turn, at the start of your opponent's Shooting phase, select one enemy Vehicle unit visible to the bearer. That unit must take a Leadership test. Until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll and, if that Leadership test was failed, subtract 1 from the Wound roll as well.

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".

Enslaved Star God

This model cannot be your WARLORD.

Matter Absorption

At the start of your Shooting phase, select one enemy VEHICLE unit within 12" of this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and this model regains up to that many lost wounds.

Necrodermis

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

WEAPON ABILITIES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

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 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.

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.