SENTRY PYLON [LEGENDS] - NECRONS

120 PTS

M	T	Sv	W	LD	OC
-	8	3+	10	7+	0

AUFSTELLUNG

1x Sentry Pylon [Legends]

Equipped with: Focused death ray, Gauss exterminator, Heat cannon

Wargear Options:

■ This model can replace its Gauss exterminator with Focused death ray or Heat cannon.

KEYWORDS: Fortification, Vehicle, Sentry Pylon, Frame

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Focused death ray SUSTAINED HITS 2	36"	6	4+	8	-2	2
Gauss exterminator LETHAL HITS	48"	1	4+	14	-3	6
Heat cannon MELTA 4	36"	2	4+	9	-4	D6

ABILITIES

Phase-shifted 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.

Teleportation Matrix
Once per battle, at the end of your opponent's turn, if this FORTIFICATION is not within Engagement Range of one or more enemy units, you can remove it from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this FORTIFICATION is not on the battlefield, it is destroyed.

WEAPON ABILITIES

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].

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

SENTRY PYLON [LEGENDS] - NECRONS

120 PTS

M	T	Sv	W	LD	OC
-	8	3+	10	7+	0

AUFSTELLUNG

1x Sentry Pylon [Legends]

Equipped with: Focused death ray, Gauss exterminator, Heat cannon

Wargear Options:

■ This model can replace its Gauss exterminator with Focused death ray or Heat cannon.

KEYWORDS: Fortification, Vehicle, Sentry Pylon, Frame

FACTION KEYWORDS: Necrons

CORE RULES

Deadly Demise D3

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.