

TOMB CITADEL WALLS [LEGENDS] -
NECRONS

180 PTS

M	T	Sv	W	LD	OC
-	13	2+	50	7+	0

INVULNERABLE
SAVE



AUFSTELLUNG

1x Tomb Citadel Walls [Legends]

Equipped with: Gauss exterminator, Twin tesla destructor

Wargear Options:

- This model can be equipped with up to 2 of: Twin tesla destructor, Gauss exterminator.

KEYWORDS: Fortification, Titanic, Vehicle, Frame, Tomb Citadel

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss exterminator <small>LETHAL HITS</small>	48"	1	4+	14	-3	6
Twin tesla destructor <small>SUSTAINED HITS 2, TWIN-LINKED</small>	36"	6	3+	8	0	2

ABILITIES

Damaged: 1-15 wounds remaining

While this model has 1-15 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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.

Phased 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.

Ziggurat Dock

One friendly Monolith, Obelisk, Tesseract Vault or Sentry Pylon model can start the battle on top of this Fortification's ziggurat platform. While such a model is on this platform, that model's ranged weapons have the [HEAVY] ability. Any friendly model can be set up or end any type of move on the ramps or platform sections of this Fortification.

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].

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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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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 3D6

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.