

NECRONS

C'TAN SHARD OF THE VOID DRAGON

Deadly Demise D6

Deep Strike

Feel No Pain 5+

Reanimation Protocols

M10"11SV3+W16LD6+OC4RW4+

345 PTS

Base 80mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Spear of the Void Dragon

ANTI-VEHICLE 2+

R	A	BS	S	AP	D
12"	D3	2+	8	-3	D6+2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Voltaic storm

BLAST

SUSTAINED HITS 2

R	A	BS	S	AP	D
18"	D6+3	2+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

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.

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.

4ANGRIFF

5NAHKAMPF

Canoptek tail blades

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	6	2+	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

► Spear of the Void Dragon - strike

ANTI-VEHICLE 2+

R	A	WS	S	AP	D
Melee	5	2+	12	-4	D6+2

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

► Spear of the Void Dragon - sweep

R	A	WS	S	AP	D
Melee	10	2+	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

VERTEIDIGUNG

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".

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W11 · RW 3+ · 4++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12-21	S11	S6-10	S1-5

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	4++	4++	4++

Feel No Pain 5+

gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Deadly Demise D6

This ability always takes the form Deadly Demise X.

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" horizo...

Feel No Pain 5+

This ability always takes the form Feel No Pain X+.

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: -...

ANTI

This ability always takes the form [ANTI-X Y+].

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 (roun...

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRAATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

SUSTAINED HITS

This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x C'tan Shard of the Void Dragon

Ausrüstung:

Spear of the Void Dragon, Voltaic storm, Canoptek tail blades, ► Spear of the Void Dragon - strike, ► Spear of the Void Dragon - sweep