

NECRONS

CANOPTÉK TOMB SENTINEL [LEGENDS]

M10"

T9

SV3+

W9

LD8+

OC3

RW4+

115 PTS

Base —



- Deep Strike
- Reanimation Protocols

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Exile cannon

BLAST

R	A	BS	S	AP	D
18"	D6+1	4+	10	-2	2

VERWUNDET

2+ T1–5	3+ T6–9	4+ T10	5+ T11–19	6+ T20+
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4ANGRIFF

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5NAHKAMPF

Tomb Sentinel claws

Melee

R	A	WS	S	AP	D
6	4+	6	0	1	

VERWUNDET

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

Aggressor Guardian

Each time an attack targets this model, if this model is within range of an objective marker, worsen the Armour Penetration characteristic of that attack by 1. In addition, each time this model makes an attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.

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".

Gloom Prism (Aura)

While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W9 · RW 3+ · 4++ · 9 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10–17	4+ S9	5+ S5–8	6+ S1–4
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RETTUNGSWURF JE DS

DS 0 3+	DS –1 4+	DS –2 4++	DS –3 4++	DS –4 4++
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REGELN & KEYWORDS KURZ

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...

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: -...

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...

AUFSTELLUNG

1x Canoptek Tomb Sentinel [Legends]

Ausrüstung: Exile cannon, Tomb Sentinel claws