

NECRONS

MONOLITH

- Deadly Demise D6
- Deep Strike
- Reanimation Protocols

M8"

T13

SV2+

W22

LD7+

OC8

420 PTS

Base 160mm



1KOMMANDO

2BEWEGUNG

Eternity Gate

In your movement phase (excluding the first battle round), you can select one friendly NECRONS INFANTRY unit that is either in strategic reserves or on the battlefield (if you select a unit on the battlefield, remove that unit from the battlefield and place it into strategic reserves). That unit can make an ingress move, and while making that ingress move, that unit must be set up wholly within 6" of this unit and unengaged (instead of more than 8" horizontally from all enemy units), even if that is within your opponent's deployment zone. That unit cannot make a charge move this turn.

3BESCHUSS

4x Death ray

SUSTAINED HITS D3

R	A	BS	S	AP	D
24"	1	3+	12	-4	D6+1

VERWUNDET

2+ T1-6	3+ T7-11	4+ T12	5+ T13-23	6+ T24+
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4x Gauss flux arc

LETHAL HITS

RAPID FIRE 3

R	A	BS	S	AP	D
24"	3	3+	6	-1	1

VERWUNDET

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

BLAST

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	3D6	3+	8	-1	2

VERWUNDET

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

5NAHKAMPF

Portal of exile

R	A	WS	S	AP	D
Melee	6	2+	8	-2	3

VERWUNDET

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W13 · RW 2+ · 22 LP je Modell

WIRD VERWUNDET MIT

2+ S26+	3+ S14-25	4+ S13	5+ S7-12	6+ S1-6
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 6+
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Damaged: 1-7 wounds remaining

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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...

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...

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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.

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS

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

AUFSTELLUNG

1x Monolith

Ausrüstung:

4x Death ray, 4x Gauss flux arc, Particle whip, Portal of exile

• This model can replace its Four gauss flux arcs with Four death rays.