

NECRONS

TRANSCENDENT C'TAN

Deadly Demise D6

Deep Strike

Feel No Pain 5+

Reanimation Protocols

M8"

T11

SV3+

W16

LD6+

OC4

RW4+

340 PTS

Base 60mm



1KOMMANDO

2BEWEGUNG

Reletavistic Tether

In your turn, when this unit makes an ingress/advance move using its Transdimensional Displacement ability, this unit can end that move more than 6" horizontally from all enemy units (instead of more than 8"). When this unit ends that move within 8" of an enemy unit, this unit is not eligible to declare a charge until the end of the turn.

Transdimensional Displacement

In your Movement phase, when this unit is selected to make an advance move, you can use this ability. If you do:

- That advance move has no maximum distance.
- This unit can move through all types of model (including enemy models and MONSTER/VEHICLE models).
- After moving, this unit must be more than 8" horizontally from all enemy units.

3BESCHUSS

Seismic assault

ASSAULT

SUSTAINED HITS 1

R	A	BS	S	AP	D
12"	6	2+	8	-2	2
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-7	T8	T9-15	T16+	

4ANGRIFF

5NAHKAMPF

Crackling tendrils

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	8	2+	10	-3	D6
VERWUNDET					
2+	3+	4+	5+	6+	
T1-5	T6-9	T10	T11-19	T20+	

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

C'tan Shard

This model cannot be given Enhancements.

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+ S22+	3+ S12-21	4+ S11	5+ S6-10	6+ S1-5
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 4++	DS -3 4++	DS -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: -...

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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

AUFSTELLUNG

1x Transcendent C'tan

Ausrüstung: Seismic assault, Crackling tendrils