NECRONS

CATACOMB COMMAND BARGE

M	T	SV	W	LD	OC	RW
10"	8	3+	9	6+	3	4+

120 PTS
Base Large Flying Base

Deadly Demise 1 | Reanimation Protocols

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Gauss cannon — LETHAL HITS

R	A	BS	S	AP	D
24"	3	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Staff of light

R	A	BS	S	AP	D
18"	3	2+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Tesla cannon — SUSTAINED HITS 2

R	A	BS	S	AP	D
24"	4	3+	6	0	1

VERWUNDET

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

4 ANGRIFF

—

5 NAHKAMPF

Overlord's blade — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	2+	8	-3	2

VERWUNDET

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

Staff of light

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

Advanced Quantum Shielding

Each time an attack targets this model, if the Strength characteristic of that attack is greater than this model's Toughness characteristic, subtract 1 from the Wound roll.

IMMER / EINMALIG

Carrier Wave (Aura)

While a friendly NECRONS unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

Resurrection orb

(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, select up to one friendly NECRONS INFANTRY/ NECRONS MOUNTED unit within 6" of this unit. That unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

GEGEN DIESE EINHEIT

W8 · RW 3+ · 4++ · 9 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ

Deadly Demise 1 This ability always takes the form Deadly Demise 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: -…

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.

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

AUFSTELLUNG

1x Catacomb Command Barge

Ausrüstung: Gauss cannon, Staff of light, Tesla cannon, Overlord's blade

- This model can replace its Gauss cannon with Tesla cannon.
- This model can replace its Staff of light with Overlord's blade.

KEYWORDS Vehicle, Character, Fly, Catacomb Command Barge, Frame, Noble · **FRAKTION** Necrons