NECRONS

MONOLITH

Deadly Demise D6 | Deep Strike | Reanimation Protocols

M	T	SV	W	LD	OC
8"	13	2+	22	7+	8

420 PTS
Base 160mm

1 KOMMANDO

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2 BEWEGUNG

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.

3 BESCHUSS

4× Death ray — SUSTAINED HITS D3

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

VERWUNDET

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

4× Gauss flux arc — LETHAL HITS | RAPID FIRE 3

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

VERWUNDET

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

Particle whip — BLAST | DEVASTATING WOUNDS

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

VERWUNDET

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

4 ANGRIFF

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5 NAHKAMPF

Portal of exile

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

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W13 · RW 2+ · 22 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S26+	S14–25	S13	S7–12	S1–6

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

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.

KEYWORDS Vehicle, Titanic, Fly, Towering, Monolith, Frame · **FRAKTION** Necrons