

TOMB CITADEL WALLS [LEGENDS]

M

-

T

13

SV

2+

W

50

LD

7+

OC

0

RW

5+

180 PTS

Base —

- Deadly Demise 3D6
- Reanimation Protocols

1KOMMANDO

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

2BEWEGUNG

Ziggurat Dock

One friendly Monolith, Obelisk, Tesseract Vault or Sentry Pylon model can start the battle on top of this Fortification's ziggurat platform. While such a model is on this platform, that model's ranged weapons have the [HEAVY] ability. Any friendly model can be set up or end any type of move on the ramps or platform sections of this Fortification.

3BESCHUSS

Gauss exterminator **LETHAL HITS**

R	A	BS	S	AP	D
48"	1	4+	14	-3	6

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Twin tesla destructor **SUSTAINED HITS 2**

TWIN-LINKED

R	A	BS	S	AP	D
36"	6	3+	8	0	2

VERWUNDET

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

Phased Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

4

ANGRIFF

5

NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W13 · RW 2+ · 5++ · 50 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+	5++

Damaged: 1-15 wounds remaining

While this model has 1-15 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise 3D6 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: -...

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].

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Tomb Citadel Walls [Legends]

Ausrüstung: Gauss exterminator, Twin tesla destructor

• This model can be equipped with up to 2 of: Twin tesla destructor, Gauss exterminator.

KEYWORDS Fortification, Titanic, Vehicle, Frame, Tomb Citadel · FRAKTION Necrons