ANNIHILATION BARGE

M	T	SV	W	LD	OC	
10"	8	3+	9	7+	3	4+

AUFSTELLUNG

1x Annihilation Barge (Large Flying Base)

Equipped with: Gauss cannon, Tesla cannon, Twin tesla destructor, Armoured bulk

Wargear Options:

- This model can replace its Gauss cannon with Tesla cannon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss cannon LETHAL HITS	24"	3	3+	5	-2	2
Tesla cannon SUSTAINED HITS 2	24"	4	3+	6	0	1
Twin tesla destructor SUSTAINED HITS 2, TWIN-LINKED	36"	6	3+	8	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise 1, Reanimation Protocols

Malevolent Arcing

In your Shooting phase, each time you select a target for this model's twin tesla destructor, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 5+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal wounds.

KEYWORDS: Vehicle, Fly, Annihilation Barge, Frame

FACTION: Necrons **100 PTS**

WEAPON RULES

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked

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