

C'TAN SHARD OF THE DECEIVER

M	T	SV	W	LD	OC	
8"	11	3+	16	6+	4	4+

AUFSTELLUNG

1x C'tan Shard of the Deceiver (40mm)

Equipped with: Cosmic insanity, Golden fists

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cosmic insanity ANTI-CHARACTER 4+, DEVASTATING WOUNDS, PRECISION	18"	6	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Golden fists	Melee	8	2+	10	-3	3

ABILITIES

RULES - Deadly Demise D6, Deep Strike, Feel No Pain 5+, Reanimation Protocols, Stealth

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".

Enslaved Star God

This model cannot be your WARLORD.

Grand Illusion

If your army includes this model, after both players have deployed their armies, select up to three NECRONS units from your army and redeploy them. When doing so, any of those units can be placed in Strategic Reserves, regardless of how many units are already in Strategic Reserves.



Lord of Deceit (Aura)

Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

Necrodermis

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.