

CANOPTTEK TOMB STALKER [LEGENDS]

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

AUFSTELLUNG

1x Canoptek Tomb Stalker [Legends]

Equipped with: Gauss slicers, Tomb Stalker claws

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss slicers LETHAL HITS	24"	8	4+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tomb Stalker claws SUSTAINED HITS 1	Melee	6	4+	6	-1	2

ABILITIES

RULES - Deep Strike, Reanimation Protocols

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".

Gloom Prism (Aura)

While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Snaking Ambush

You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.



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).*