CATACOMB COMMAND BARGE

M	T	SV	W	LD	OC	
10"	8	3+	9	6+	3	4+

AUFSTELLUNG

1x Catacomb Command Barge (Large Flying Base)

Equipped with: Gauss cannon, Staff of light, Tesla cannon, Overlord's blade

Wargear Options:

- This model can replace its Gauss cannon with Tesla cannon.
- This model can replace its Staff of light with Overlord's blade.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss cannon LETHAL HITS	24"	3	3+	5	-2	2
Staff of light	18"	3	2+	5	-2	1
Tesla cannon SUSTAINED HITS 2	24"	4	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Overlord's blade DEVASTATING WOUNDS	Melee	4	2+	8	-3	2
Staff of light	Melee	4	3+	5	-2	1

ABILITIES

RULES - Deadly Demise 1, Reanimation Protocols

Advanced Quantum Shielding
Each time an attack targets this model, if the Strength characteristic of that attack is greater than this model's Toughness characteristic, subtract 1 from the Wound roll.

Carrier Wave (Aura)
While a friendly NECRONS unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

KEYWORDS: Vehicle, Character, Fly, Catacomb Command Barge, Frame, Noble

FACTION: Necrons **120 PTS**

Resurrection orb

(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, select up to one friendly NECRONS INFANTRY/NECRONS MOUNTED unit within 6" of this unit. That unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

WEAPON RULES

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.*

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).*