

TRANSCENDENT C'TAN

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

AUFSTELLUNG

1x Transcendent C'tan (60mm)

Equipped with: Seismic assault, Crackling tendrils

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Seismic assault ASSAULT, SUSTAINED HITS 1	12"	6	2+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crackling tendrils SUSTAINED HITS 1	Melee	8	2+	10	-3	D6

ABILITIES

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

C'tan Shard

This model cannot be given Enhancements.

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.

Necrodermis

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



Reletavistic Tether

In your turn, when this unit makes an ingress/advance move using its Transdimensional Displacement ability, this unit can end that move more than 6" horizontally from all enemy units (instead of more than 8"). When this unit ends that move within 8" of an enemy unit, this unit is not eligible to declare a charge until the end of the turn.

Transdimensional Displacement

In your Movement phase, when this unit is selected to make an advance move, you can use this ability. If you do:

- That advance move has no maximum distance.
- This unit can move through all types of model (including enemy models and MONSTER/VEHICLE models).
- After moving, this unit must be more than 8" horizontally from all enemy units.

WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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).