NECRONS

CANOPTEK TOMB SENTINEL [LEGENDS]

115 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Exile cannon BLAST	18"	D6+1	4+	10	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tomb Sentinel claws	Melee	6	4+	6	0	1

AUFSTELLUNG

1x Canoptek Tomb Sentinel [Legends]

Equipped with: Exile cannon, Tomb Sentinel claws

ABILITIES

Aggressor Guardian
Each time an attack targets this model, if this model is within range of an objective marker, worsen the Armour Penetration characteristic of that attack by 1. In addition, each time this model makes an attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.

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.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:
- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.