NECRONS

# CANOPTEK TOMB STALKER [LEGENDS]

**130 PTS**

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

4+

## 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 |

### AUFSTELLUNG

1x Canoptek Tomb Stalker [Legends]

**Equipped with:** Gauss slicers, Tomb Stalker claws

## ABILITIES

**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 0CP, 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).*

## 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.