NECRONS

TRANSCENDENT C'TAN

340 PTS

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

4+

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

AUFSTELLUNG

1x Transcendent C'tan (60mm)

Equipped with: Seismic assault, Crackling tendrils

ABILITIES

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).*

CORE RULES

◈ Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ 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.

◈ Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

◈ 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.