

C'TAN SHARD OF THE NIGHTBRINGER

M	T	SV	W	LD	OC	
10"	11	3+	16	6+	4	

AUFSTELLUNG

1x C'tan Shard of the Nightbringer (90mm)

Equipped with: Gaze of death, ► Scythe of the Nightbringer - strike, ► Scythe of the Nightbringer - sweep

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gaze of death	18"	D3	2+	12	-3	D6+3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Scythe of the Nightbringer - strike DEVASTATING WOUNDS	Melee	6	2+	14	-4	D6+2
► Scythe of the Nightbringer - sweep	Melee	14	2+	8	-2	2

ABILITIES

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

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".

Drain Life

At the end of the Fight phase, roll one D6 for each enemy unit within 6" of this model: on a 4+, that enemy unit suffers D3 mortal wounds.

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.

Quantum Goad

This model is eligible to declare a charge in a turn in which it Advanced.

