

GAUSS PYLON

WARHAMMER LEGENDS

M T SV W LD OC

- 12 3+ 22 7+ 0

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss annihilator [ANTI-FLY 2+, LETHAL HITS]	120"	1	4+	16	-4	D6+6
Tesla arc [SUSTAINED HITS 2]	6"	6	4+	4	0	1

FORTIFICATION

While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

ABILITIES

CORE: Deadly Demise D6+2

FACTION: Reanimation Protocols

Phase Shift Generator (Aura): While a friendly **NECRONS** unit is within 3" of this **FORTIFICATION**, models in that unit have a 5+ invulnerable save against ranged attacks.

Phase-shifted Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.



DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: FORTIFICATION, VEHICLE, TOWERING, TITANIC, GAUSS PYLON



FACTION KEYWORDS:
NECRONS

WARGEAR OPTIONS

- None
-

UNIT COMPOSITION

- 1 Gauss Pylon

This model is equipped with: gauss annihilator; tesla arc.

KEYWORDS: FORTIFICATION, VEHICLE, TOWERING, TITANIC, GAUSS PYLON



FACTION KEYWORDS:
NECRONS

SENTRY PYLON

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	8	3+	10	7+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Focused death ray [SUSTAINED HITS 2]	36"	6	4+	8	-2	2
Gauss exterminator [LETHAL HITS]	48"	1	4+	14	-3	6
Heat cannon [MELTA 4]	36"	2	4+	9	-4	D6

FORTIFICATION

While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

Teleportation Matrix: Once per battle, at the end of your opponent's turn, if this **FORTIFICATION** is not within Engagement Range of one or more enemy units, you can remove it from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this **FORTIFICATION** is not on the battlefield, it is destroyed.

Phase-shifted Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

KEYWORDS: **FORTIFICATION, VEHICLE, SENTRY PYLON**



FACTION KEYWORDS:
NECRONS

WARGEAR OPTIONS

- This model's gauss exterminator can be replaced with one of the following:
 - 1 focused death ray
 - 1 heat cannon
-

UNIT COMPOSITION

- 1 Sentry Pylon

This model is equipped with: gauss exterminator.

KEYWORDS: FORTIFICATION, VEHICLE, SENTRY PYLON





FACTION KEYWORDS:
NECRONS

NIGHT SHROUD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	9	3+	14	7+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	36"	6	3+	8	0	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

Death Sphere Bombardment: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, NIGHT SHROUD**



FACTION KEYWORDS:
NECRONS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Night Shroud

This model is equipped with: twin tesla destructor; armoured bulk

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, NIGHT SHROUD**



FACTION KEYWORDS:
NECRONS

TOMB CITADEL WALLS

WARHAMMER LEGENDS

M - T 13 SV 2+ W 50 LD 7+ OC 0

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss exterminator [LETHAL HITS]	48"	1	4+	14	-3	6
Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	36"	6	3+	8	0	2

FORTIFICATION

While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

ABILITIES

CORE: **Deadly Demise 3D6**

FACTION: **Reanimation Protocols**

Ziggurat Dock: One friendly **MONOLITH**, **OBELISK**, **TESSERACT VAULT** or **SENTRY PYLON** model can start the battle on top of this **FORTIFICATION**'s ziggurat platform. While such a model is on this platform, that model's ranged weapons have the **[HEAVY]** ability. Any friendly model can be set up or end any type of move on the ramps or platform sections of this **FORTIFICATION**.

Phased Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.



DAMAGED: 1-15 WOUNDS REMAINING

While this model has 1-15 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TOMB CITADEL



FACTION KEYWORDS:
NECRONS

WARGEAR OPTIONS

- This unit can be equipped with one of the following:
 - 1 gauss exterminator and 1 twin tesla destructor
 - 2 gauss exterminators
 - 2 twin tesla destructors
-

UNIT COMPOSITION

- 1 Tomb Citadel

This unit is equipped with: nothing.

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TOMB CITADEL



FACTION KEYWORDS:
NECRONS