GAUSS PYLON

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th></th>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gauss annihilator [ANTI-FLY 2+, LETHAL HITS]</td>
<td>120”</td>
<td>1</td>
<td>4+</td>
<td>16</td>
<td>-4</td>
<td>D6+6</td>
</tr>
<tr>
<td>Tesla arc [SUSTAINED HITS 2]</td>
<td>6”</td>
<td>6</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**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.

**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.

**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
**WARGEAR OPTIONS**

- None

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**UNIT COMPOSITION**

- 1 Gauss Pylon
  
  This model is equipped with: gauss annihilator, tesla arc.

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**KEYWORDS:** Fortification, Vehicle, Towering, Titanic, Gauss Pylon

**FACTION KEYWORDS:** Necrons
**Sentry Pylon**

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Focused death ray</td>
<td>36&quot;</td>
<td>6</td>
<td>4+</td>
<td>8</td>
<td>-2</td>
<td>2</td>
</tr>
<tr>
<td>Gauss exterminator</td>
<td>48&quot;</td>
<td>1</td>
<td>4+</td>
<td>14</td>
<td>-3</td>
<td>6</td>
</tr>
<tr>
<td>Heat cannon</td>
<td>36&quot;</td>
<td>2</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
</tbody>
</table>

**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

**KEYWORDS:** Vehicle, Aircraft, Fly, Night Shroud

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]</td>
<td>36&quot;</td>
<td>6</td>
<td>3+</td>
<td>8</td>
<td>0</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>RANGE</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured bulk</td>
<td>Melee</td>
<td>3</td>
<td>4+</td>
<td>6</td>
<td>0</td>
</tr>
</tbody>
</table>

**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.
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
**RANGED WEAPONS**

- **Gauss exterminator** [LETHAL HITS]
  - Range: 48"
  - A: 1
  - BS: 4+
  - S: 14
  - AP: -3
  - D: 6

- **Twin tesla destructor** [SUSTAINED HITS, TWIN-LINKED]
  - Range: 36"
  - A: 6
  - BS: 3+
  - S: 8
  - AP: 0
  - D: 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
<table>
<thead>
<tr>
<th><strong>WARGEAR OPTIONS</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>This unit can be equipped with one of the following:</td>
</tr>
<tr>
<td>◦ 1 gauss exterminator and 1 twin tesla destructor</td>
</tr>
<tr>
<td>◦ 2 gauss exterminators</td>
</tr>
<tr>
<td>◦ 2 twin tesla destructors</td>
</tr>
</tbody>
</table>

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<tr>
<th><strong>UNIT COMPOSITION</strong></th>
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</thead>
<tbody>
<tr>
<td>1 Tomb Citadel</td>
</tr>
<tr>
<td>This unit is equipped with: nothing.</td>
</tr>
</tbody>
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**KEYWORDS:** Fortification, Titanic, Vehicle, Tomb Citadel

**FACTION KEYWORDS:** Necrons