



CANOPTÉK TOMB SENTINEL

M	T	SV	W	LD	OC
10"	9	3+	9	8+	3
		4+	INVULNERABLE SAVE		

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Exile cannon [BLAST]	18"	D6+1	4+	10	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tomb Sentinel claws	Melee	6	4+	6	0	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

Aggressor Guardian: Each time an attack targets this model, if this model is within range of an objective marker, worsen the Armour Penetration characteristic of that attack by 1. In addition, each time this model makes an attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.

WARGEAR ABILITIES

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.

KEYWORDS: MONSTER, CANOPTÉK, TOMB SENTINEL



FACTION KEYWORDS:
NECRONS

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Both guardian and aggressor, the Tomb Sentinel is a heavily modified variant of the Tomb Stalker, which forgoes that device's close-combat ability in favour of an exile cannon. This ancient weapon casts its target into other dimensional realms beyond the material universe, removing trespassers and upstarts as though they never existed.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Canoptek Tomb Sentinel

This model is equipped with: exile cannon; Tomb Sentinel claws; gloom prism.

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NECRONS