

CONVERGENCE OF DOMINION

M	T	SV	W	LD	OC
-	11	2+	10	7+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Transdimensional abductor	18"	3	4+	6	-2	3

ABILITIES

FACTION: Reanimation Protocols

Reanimation Nodes (Aura): While a friendly **NECRONS** unit is within 6" of this **FORTIFICATION**, each time that unit's Reanimation Protocols activate, you can re-roll the dice rolled to determine how many wounds are reanimated.

Ancient 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.

KEYWORDS: FORTIFICATION, VEHICLE, CONVERGENCE OF DOMINION



FACTION KEYWORDS:
NECRONS

CONVERGENCE OF DOMINION

Starsteles were placed upon worlds as territorial markers and silent guardians by jealous Necron nobles. Over the millennia they have become forgotten archaeological curios, or feared sources of superstitious rumour about vanishments and strange lights. Now they awaken again as their masters do.



WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3 Convergence of Dominion Starsteles

Every model is equipped with: transdimensional abductor.

DEPLOYMENT

When this unit is first set up on the battlefield, its models do not have to be set up in Unit Coherency. Instead, each model must be set up wholly within 12" of one other model from its unit. From that point on, each model in this unit is treated as a separate unit.

KEYWORDS: FORTIFICATION, VEHICLE, CONVERGENCE OF DOMINION



FACTION KEYWORDS:
NECRONS