


MONOLITH

M	T	SV	W	LD	OC
7"	14	2+	20	7+	8



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Death ray [SUSTAINED HITS D3]	24"	1	3+	12	-4	D6+1
Gauss flux arc [LETHAL HITS, RAPID FIRE 3]	24"	3	3+	6	-1	1
Particle whip [BLAST, DEVASTATING WOUNDS]	24"	3D6	3+	8	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Portal of exile	Melee	6	2+	8	-2	3

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Reanimation Protocols**

Eternity Gate: In the Reinforcements step of your Movement phase, you can select one **NECRONS INFANTRY** unit from your army that is either in Reserves or on the battlefield (if you select the latter, remove that unit from the battlefield and place it into Reserves). That unit is then set up anywhere on the battlefield that is wholly within 6" of this model and not within Engagement Range of any enemy models. That unit cannot declare a charge this turn.

DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, TITANIC, FLY, TOWERING, MONOLITH**



FACTION KEYWORDS:
NECRONS

MONOLITH

A Monolith is capable of skimming across the battlefield, or even descending from space. It can slaughter foes with its array of potent weapons, heal damage with the living metal of its hull and even teleport Necron reinforcements into battle through its shimmering eternity gate.



WARGEAR OPTIONS

- This model's 4 gauss flux arcs can be replaced with 4 death rays.

UNIT COMPOSITION

- 1 Monolith

This model is equipped with: 4 gauss flux arcs; particle whip; portal of exile.

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