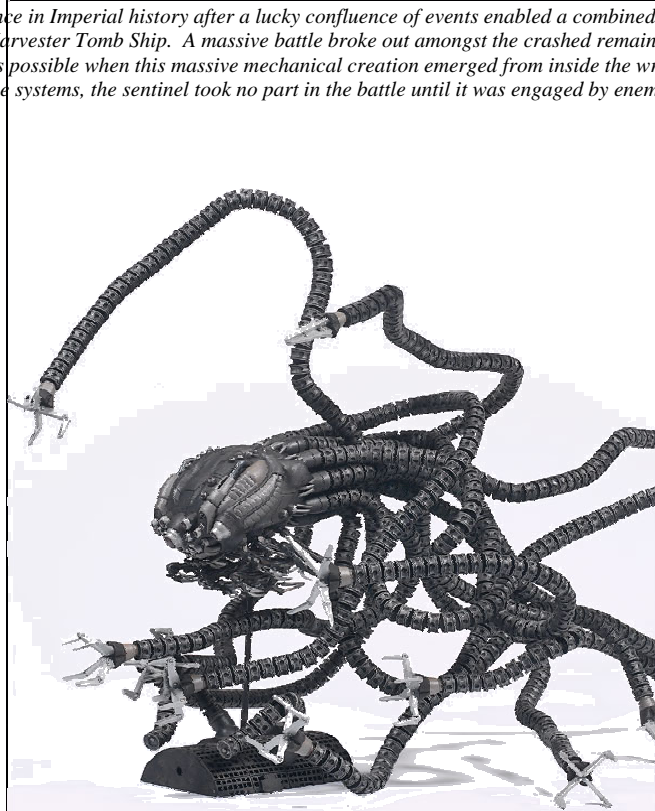


Necron Sentinel

POINTS: 800

This rare Necron construct was only seen once in Imperial history after a lucky confluence of events enabled a combined Imperial and Chaos force to disable and shoot down a Necron Harvester Tomb Ship. A massive battle broke out amongst the crashed remains as the enemies tried to make off with as much Necron technology as possible when this massive mechanical creation emerged from inside the wreckage. Evidently a part of the ship's inner workings or defensive systems, the sentinel took no part in the battle until it was engaged by enemy fire.



Statistics

UNIT: 1 Necron Sentinel
TYPE: Super Heavy Walker
STRUCTURE POINTS: 3
VOID SHIELDS: 2

WEAPONS:

- 8 Gauss Flayers on turrets
- Gauss Flux Arc
- Gauss Cutter
- Sentinel Close Combat Weapons
- Sentinel Base Attacks

ARMOUR

WS	BS	S	FRONT	SIDE	REAR	I	A
4	3	10	14	14	13	3	2+D6

WEAPON	RANGE	STR	AP	SPECIAL
Gauss Flayer	24"	4	5	Rapid Fire, Gauss
Gauss Flux Arc	12"	5	3	Heavy D6, Gauss, Targets all units in range
Gauss Cutter	24"	D	2	Heavy 1, Destroyer, Primary Weapon, Gauss Torch

Special Rules

Living Metal: The Necron construct uses the Living Metal special rule. Attacks against it may not benefit from the Melta or Lance special rule, and no attacks may roll additional dice for armor penetration.

Electronic Possession: The Sentinel ignores all "Driver Stunned" and "Gun Crew Shaken" damage results.

Monolithic: If within 24" of a friendly Monolith, the Sentinel may project a Nightshrroud and Nodal Grid as part of a *Necron Phalanx*.

Sentinel Close Combat Weapons: The many arms of the Necron Sentinel grant it +D6 Dreadnought Close Combat attacks in close combat. Roll every turn.

Sentinel Base Attacks: The two base attacks ignore invulnerable saves in close combat as a Warscythe. See also *Gauss Torch* (below).

Gauss Torch: If the Sentinel scores a hit on a vehicle with the Gauss Cutter in the shooting phase the two Sentinel Base Attacks

will hit with Destroyer strength on that same target in the following assault phase.

Passive Patrol: The Necron Sentinel may not shoot its ranged weapons or launch an assault until it has been targeted by enemy weapons or assaulted itself first.

Damage Control: If the Necron Sentinel is destroyed, leave the model on the table. At the end of every Necron turn, roll a D6. On a roll of 5+ the Sentinel regains a single structure point and becomes functional again. All other damage remains.

Technological Prize: The Sentinel is a highly advanced piece of Necron technology. It is considered to be an Objective held by the Necron side of the battle as long as it is functioning. If it is destroyed, the carcass becomes a normal objective which may be held by either side as normal.