

THE SILENT KING - NECRONS

420 PTS

SZAREKH

M	T	Sv	W	LD	OC
8"	10	2+	16	6+	6

INVULNERABLE
SAVE

4+

TRIARCHAL MENHIR

M	T	Sv	W	LD	OC
8"	10	2+	5	6+	1

INVULNERABLE
SAVE

4+

AUFSTELLUNG

1x Szarekh - Equipped with: Sceptre of Eternal Glory, Staff of Stars, Weapons of the Final Triarch

2x Triarchal Menhir - Equipped with: Annihilator beam, Armoured bulk

Basegrößen: Szarekh 100mm, Triarchal Menhir 50mm

Szarekh KEYWORDS: Character, The Silent King

KEYWORDS: Vehicle, Epic Hero, Triarch

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Annihilator beam	24"	1	2+	14	-4	6
Sceptre of Eternal Glory DEVASTATING WOUNDS	24"	2	2+	10	-3	3
Staff of Stars INDIRECT FIRE	24"	12	2+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	1	4+	4	0	1
Weapons of the Final Triarch LETHAL HITS	Melee	12	2+	8	-3	2

ABILITIES

Damaged: 1-6 wounds remaining

While this unit's Szarekh model has 1-6 wounds remaining, halve the Attacks characteristic of that model's weapons, and each time this unit makes an attack, subtract 1 from the Hit roll.

The Silent King (Aura)

While a friendly NECRONS unit is within 6" of this unit's Szarekh model, improve that unit's Leadership characteristic by 1.

Triarchal Menhirs

If this unit's Szarekh model is destroyed, all of this unit's remaining Triarchal Menhir models are also destroyed.

Voice of the Triarch

At the start of the battle round, select one Triarch ability. Until the start of the next battle round, this unit has that ability.

TRIARCH ABILITIES

Phaeron of the Stars (Aura)

While a friendly Necrons (excluding Monster units) is within 6" of this unit's Szarekh model, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Phaeron of the Blades (Aura)

While a friendly Necrons (excluding Monster units) unit is within 6" of this unit's Szarekh model, you can re-roll Charge rolls made for that unit and each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

Relentless March (Aura)

While a friendly NECRONS unit is within 6" of this unit's Szarekh model, add 2" to the Move characteristic of models in that unit.

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WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D6+3 (Szarekh model only)

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.