TRIARCHAL OVERSEER [CRUCIBLE] - NECRONS

120 PTS

M	T	Sv	W	LD	OC
8"	8	3+	12	7+	4

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Triarchal Overseer [Crucible]

Equipped with: Abyssal lance, Chronomancer's stave, Enmitic annihilator, Enmitic exterminator, Gauss cannon, Gauss destructor, Heavy gauss cannon array, Particle caster, Particle shredder, Plasmic lance, Relic gauss blaster, Rod of covenant, Staff of light, Tachyon arrow, ➤ Heat ray - dispersed, ➤ Heat ray - focused, Close combat weapon, Flayer claws, Flensing claw, Hyperphase harvester, Hyperphase sword, Lord's blade, Ophydian hyperphase weapons, Skorpekh hyperphase weapons, Stalker's forelimbs, Voidblade, Voidscythe, Warscythe

Wargear Options:

- This model can be equipped with one of: Abyssal lance, Chronomancer's stave, Enmitic annihilator, Enmitic exterminator, Gauss cannon, Gauss destructor, Heat ray, Heavy gauss cannon array, Particle caster, Particle shredder, Plasmic lance, Relic gauss blaster, Rod of covenant, Staff of light, Tachyon arrow.

KEYWORDS: Character, Crucible, Vehicle, Walker, Triarch, Triarchal Overseer, Stalker

FACTION KEYWORDS: Necrons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Abyssal lance	18"	1	4+	6	-3	3
Chronomancer's stave BLAST	18"	D6	4+	5	-1	1
Enmitic annihilator RAPID FIRE 2	18"	2	2+	6	-1	1
Enmitic exterminator HEAVY, RAPID FIRE 6, SUSTAINED HITS 1	36"	6	2+	6	-1	1
Gauss cannon LETHAL HITS	24"	3	2+	5	-2	2
Gauss destructor HEAVY, LETHAL HITS	48"	1	2+	14	-4	6
Heavy gauss cannon array LETHAL HITS	24"	6	2+	8	-2	2
Particle caster DEVASTATING WOUNDS, PISTOL	12"	3	2+	5	0	1
Particle shredder BLAST, DEVASTATING WOUNDS	18"	D6+6	2+	7	0	1
Plasmic lance	18"	3	4+	7	-3	2
Relic gauss blaster LETHAL HITS, RAPID FIRE 2	24"	2	2+	5	-1	2
Rod of covenant	12"	1	2+	5	-2	2
Staff of light	18"	3	2+	5	-2	1
Tachyon arrow ONE SHOT	72"	1	2+	16	-5	D6+2
➤ Heat ray - dispersed IGNORES COVER, TORRENT	12"	2D6	N/A	5	-1	1
➤ Heat ray - focused MELTA 4	18"	2	2+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Abyssal lance	Melee	1	4+	6	-3	3
Chronomancer's stave	Melee	3	4+	5	-1	1

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Close combat weapon	Melee	4	3+	5	0	1
Flayer claws SUSTAINED HITS 1, TWIN-LINKED	Melee	4	3+	4	-1	1
Flensing claw	Melee	8	2+	6	-1	1
Hyperphase harvester	Melee	4	2+	10	-3	3
Hyperphase sword	Melee	3	3+	6	-2	1
Lord's blade DEVASTATING WOUNDS	Melee	4	2+	8	-3	2
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2
Plasmic lance	Melee	2	4+	7	-3	2
Rod of covenant	Melee	3	3+	5	-2	2
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2
Staff of light	Melee	4	2+	5	-2	1
Stalker's forelimbs	Melee	4	3+	7	-1	3
Voidblade	Melee	4	3+	5	-2	1
Voidscythe DEVASTATING WOUNDS	Melee	3	3+	12	-3	3
Warscythe DEVASTATING WOUNDS	Melee	2	3+	8	-3	2

ABILITIES

Adaptive Strategy
This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Engrammatic Logic
Once per battle, at the start of any phase, you can select one friendly Necrons unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Harbinger of Despair
Once per battle round, at the start of a phase during your turn, you can select one enemy unit within 18" of this model. That unit must make a Battle-shock test, subtracting 1 from the test when it does so.

Harbinger of Destruction
Each time a model in this unit makes a ranged attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Living Lightning
In your Shooting phase, select one enemy unit within 18" of and visible to this model and roll 4 D6: for each 4+, that enemy unit suffers 1 mortal wound.

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My Will Be Done
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if you have already targeted a different unit with that Stratagem this phase.

Targeting Relay
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

Timesplinter Mantle
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

United in Destruction
While this model is leading a unit, melee weapons equipped by models in that unit have the [**Lethal Hits**] ability.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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**].*

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Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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.

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CORE RULES

Deadly Demise D3

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.

Scouts 8"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.