NECRONS

TRIARCHAL OVERSEER [CRUCIBLE]

Deadly Demise D3 | Reanimation Protocols | Scouts 8"

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

120 PTS
Base —

1 KOMMANDO

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.

2 BEWEGUNG

—

3 BESCHUSS

Abyssal lance

R	A	BS	S	AP	D
18"	1	4+	6	-3	3

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Chronomancer's stave [BLAST]

R	A	BS	S	AP	D
18"	D6	4+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Enmitic annihilator [RAPID FIRE 2]

R	A	BS	S	AP	D
18"	2	2+	6	-1	1

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Enmitic exterminator [HEAVY] [RAPID FIRE 6] [SUSTAINED HITS 1]

R	A	BS	S	AP	D
36"	6	2+	6	-1	1

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Gauss cannon [LETHAL HITS]

R	A	BS	S	AP	D
24"	3	2+	5	-2	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Gauss destructor [HEAVY] [LETHAL HITS]

R	A	BS	S	AP	D
48"	1	2+	14	-4	6

VERWUNDET: 2+ T1–7 | 3+ T8–13 | 4+ T14 | 5+ T15–27 | 6+ T28+

Heavy gauss cannon array [LETHAL HITS]

R	A	BS	S	AP	D
24"	6	2+	8	-2	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Particle caster [DEVASTATING WOUNDS] [PISTOL]

R	A	BS	S	AP	D
12"	3	2+	5	0	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Particle shredder [BLAST] [DEVASTATING WOUNDS]

R	A	BS	S	AP	D
18"	D6+6	2+	7	0	1

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Plasmic lance

R	A	BS	S	AP	D
18"	3	4+	7	-3	2

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Relic gauss blaster [LETHAL HITS] [RAPID FIRE 2]

R	A	BS	S	AP	D
24"	2	2+	5	-1	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Rod of covenant

R	A	BS	S	AP	D
12"	1	2+	5	-2	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Staff of light

R	A	BS	S	AP	D
18"	3	2+	5	-2	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Tachyon arrow [ONE SHOT]

R	A	BS	S	AP	D
72"	1	2+	16	-5	D6+2

VERWUNDET: 2+ T1–8 | 3+ T9–15 | 4+ T16 | 5+ T17–31 | 6+ T32+

➤ Heat ray - dispersed [IGNORES COVER] [TORRENT]

R	A	BS	S	AP	D
12"	2D6	N/A	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

➤ Heat ray - focused [MELTA 4]

R	A	BS	S	AP	D
18"	2	2+	9	-4	D6

VERWUNDET: 2+ T1–4 | 3+ T5–8 | 4+ T9 | 5+ T10–17 | 6+ T18+

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

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.

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.

4 ANGRIFF

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5 NAHKAMPF

Abyssal lance

R	A	WS	S	AP	D
Melee	1	4+	6	-3	3

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Chronomancer's stave

R	A	WS	S	AP	D
Melee	3	4+	5	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Close combat weapon

R	A	WS	S	AP	D
Melee	4	3+	5	0	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Flayer claws [SUSTAINED HITS 1] [TWIN-LINKED]

R	A	WS	S	AP	D
Melee	4	3+	4	-1	1

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Flensing claw

R	A	WS	S	AP	D
Melee	8	2+	6	-1	1

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Hyperphase harvester

R	A	WS	S	AP	D
Melee	4	2+	10	-3	3

VERWUNDET: 2+ T1–5 | 3+ T6–9 | 4+ T10 | 5+ T11–19 | 6+ T20+

Hyperphase sword

R	A	WS	S	AP	D
Melee	3	3+	6	-2	1

VERWUNDET: 2+ T1–3 | 3+ T4–5 | 4+ T6 | 5+ T7–11 | 6+ T12+

Lord's blade [DEVASTATING WOUNDS]

R	A	WS	S	AP	D
Melee	4	2+	8	-3	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

Ophydian hyperphase weapons

R	A	WS	S	AP	D
Melee	5	3+	4	-2	2

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

Plasmic lance

R	A	WS	S	AP	D
Melee	2	4+	7	-3	2

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Rod of covenant

R	A	WS	S	AP	D
Melee	3	3+	5	-2	2

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Skorpekh hyperphase weapons

R	A	WS	S	AP	D
Melee	4	3+	7	-2	2

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Staff of light

R	A	WS	S	AP	D
Melee	4	2+	5	-2	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Stalker's forelimbs

R	A	WS	S	AP	D
Melee	4	3+	7	-1	3

VERWUNDET: 2+ T1–3 | 3+ T4–6 | 4+ T7 | 5+ T8–13 | 6+ T14+

Voidblade

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

Voidscythe [DEVASTATING WOUNDS]

R	A	WS	S	AP	D
Melee	3	3+	12	-3	3

VERWUNDET: 2+ T1–6 | 3+ T7–11 | 4+ T12 | 5+ T13–23 | 6+ T24+

Warscythe [DEVASTATING WOUNDS]

R	A	WS	S	AP	D
Melee	2	3+	8	-3	2

VERWUNDET: 2+ T1–4 | 3+ T5–7 | 4+ T8 | 5+ T9–15 | 6+ T16+

VERTEIDIGUNG

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

IMMER / EINMALIG

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.

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

GEGEN DIESE EINHEIT

W8 · RW 3+ · 4++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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: -…

Scouts 8" This ability always takes the form Scouts X".

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 (roun…

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…

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 unen…

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 mod…

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.

MELTA This ability always takes the form [MELTA X].

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

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

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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.

AUFSTELLUNG

1x Triarchal Overseer [Crucible]

Ausrüstung: 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

▪ 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 · **FRAKTION** Necrons