

NECRONS

DYNASTIC CONQUEROR

[CRUCIBLE]

LeaderLeaderLeaderLeaderLeaderDeep Strike

InfiltratorsReanimation ProtocolsStealth

M5"TV3+66+14+RW

85 PTS

Base —

3 BESCHUSS

Abyssal lance

R A BS S AP D

18" 1 4+ 6 -3 3

Chronomancer's stave **BLAST**

R A BS S AP D

18" D6 4+ 5 -1 1

Enmitic annihilator **RAPID FIRE 2**

R A BS S AP D

18" 2 2+ 6 -1 1

Enmitic exterminator **HEAVY RAPID FIRE 6**

SUSTAINED HITS 1

R A BS S AP D

36" 6 2+ 6 -1 1

Gauss cannon **LETHAL HITS**

R A BS S AP D

24" 3 2+ 5 -2 2

Gauss destructor **HEAVY LETHAL HITS**

R A BS S AP D

48" 1 2+ 14 -4 6

Heavy gauss cannon array **LETHAL HITS**

R A BS S AP D

24" 6 2+ 8 -2 2

Particle caster **DEVASTATING WOUNDS PISTOL**

R A BS S AP D

12" 3 2+ 5 0 1

Particle shredder **BLAST DEVASTATING WOUNDS**

R A BS S AP D

18" D6+6 2+ 7 0 1

Plasmic lance

R A BS S AP D

18" 3 4+ 7 -3 2

Relic gauss blaster **LETHAL HITS RAPID FIRE 2**

R A BS S AP D

24" 2 2+ 5 -1 2

Rod of covenant

R A BS S AP D

12" 1 2+ 5 -2 2

Staff of light

R A BS S AP D

18" 3 2+ 5 -2 1

Tachyon arrow **ONE SHOT**

R A BS S AP D

72" 1 2+ 16 -5 D6+2

► Heat ray - dispersed **IGNORES COVER TORRENT**

R A BS S AP D

12" 2D6 N/A 5 -1 1

► Heat ray - focused **MELTA 4**

R A BS S AP D

18" 2 2+ 9 -4 D6

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 a D6: for each 4+, that enemy unit suffers 1 mortal wound.

5 NAHKAMPF

Abyssal lance

R A WS S AP D

Melee 1 4+ 6 -3 3

Chronomancer's stave

R A WS S AP D

Melee 3 4+ 5 -1 1

Close combat weapon

R A WS S AP D

Melee 4 3+ 5 0 1

Flayer claws **SUSTAINED HITS 1 TWIN-LINKED**

R A WS S AP D

Melee 4 3+ 4 -1 1

Flensing claw

R A WS S AP D

Melee 8 2+ 6 -1 1

Hyperphase harvester

R A WS S AP D

Melee 4 2+ 10 -3 3

Hyperphase sword

R A WS S AP D

Melee 3 3+ 6 -2 1

Lord's blade **DEVASTATING WOUNDS**

R A WS S AP D

Melee 4 2+ 8 -3 2

Ophydian hyperphase weapons

R A WS S AP D

Melee 5 3+ 4 -2 2

Plasmic lance

R A WS S AP D

Melee 2 4+ 7 -3 2

Rod of covenant

R A WS S AP D

Melee 3 3+ 5 -2 2

Skorpekh hyperphase weapons

R A WS S AP D

Melee 4 3+ 7 -2 2

Staff of light

R A WS S AP D

Melee 4 2+ 5 -2 1

Stalker's forelimbs

R A WS S AP D

Melee 4 3+ 7 -1 3

Voidblade

R A WS S AP D

Melee 4 3+ 5 -2 1

Voidscythe **DEVASTATING WOUNDS**

R A WS S AP D

Melee 3 3+ 12 -3 3

Warscythe **DEVASTATING WOUNDS**

R A WS S AP D

Melee 2 3+ 8 -3 2

GEGEN DIESE EINHEIT

W5 - RW 3+ - 4+ - 6 LP je Modell

WIRD VERWUNDET MIT

2+ S10+

3+ S6-9

4+ S5

5+ S3-4

6+ S1-2

RETTUNGSWURF JE DS

DS 0 3+

DS -1 4+

DS -2 4++

DS -3 4++

DS -4 4++

<div>1KOMMANDO</div> <div>Engrammatic Logic</div> <p>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.</p> <div>Harbinger of Despair</div> <p>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.</p>	<div>2BEWEGUNG</div> <div>—</div>	<div>4ANGRIFF</div> <div>—</div>	<div>VERTEIDIGUNG</div> <div>Timesplinter Mantle</div> <p>While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.</p>	<div>∞IMMER / EINMALIG</div> <div>Implacable Resistance</div> <p>Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.</p> <div>My Will Be Done</div> <p>Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if you have already targeted a different unit with that Stratagem this phase.</p> <div>United in Destruction</div> <p>While this model is leading a unit, melee weapons equipped by models in that unit have the [Lethal Hits] ability.</p>	
<div>REGELN & KEYWORDS KURZ</div> <div>Deep Strike</div> <p>Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone.</p> <div>Infiltrators</div> <p>During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone.</p> <div>Leader</div> <p>Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.</p> <div>Reanimation Protocols</div> <p>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: -...</p> <div>Stealth</div> <p>If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).</p> <div>BLAST</div> <p>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 (round down).</p> <div>DEVASTATING WOUNDS</div> <p>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... wounds equal to the number of Devastating Wounds.</p> <div>HEAVY</div> <p>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 is not a vehicle or a large unit - That unit is not a unit with the [HEAVY] keyword</p> <div>IGNORES COVER</div> <p>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 cover.</p> <div>LETHAL HITS</div> <p>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.</p> <div>MELTA</div> <p>This ability always takes the form [MELTA X].</p> <div>ONE SHOT</div> <p>Each weapon with this ability can only be selected to make attacks with once per battle.</p> <div>PISTOL</div> <p>[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.</p> <div>RAPID FIRE</div> <p>This ability always takes the form [RAPID FIRE X].</p> <div>SUSTAINED HITS</div> <p>This ability always takes the form [SUSTAINED HITS X].</p> <div>TORRENT</div> <p>Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.</p> <div>TWIN-LINKED</div> <p>Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.</p>					<div>AUFSTELLUNG</div> <div>1x Dynastic Conqueror</div> <p>[Crucible]</p> <div>Ausrüstung:</div> <p>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</p> <div>• This model can be equipped with one of:</div> <p>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.</p> <div>Anführer</div> <p>This model can be attached to the following units: Ophydian Destroyers</p>