NECRONS

THE SILENT KING

Deadly Demise D6+3 (Szarekh model only)

Reanimation Protocols

	M	T	SV	W	LD	OC	RW
SZAREKH	8"	10	2+	16	6+	6	4+
TRIARCHAL MENHIR	8"	10	2+	5	6+	1	4+

420 PTS

Base Szarekh: 100mm,
Triarchal Menhir: 50mm

3 BESCHUSS

Annihilator beam

R	A	BS	S	AP	D
24"	1	2+	14	-4	6

VERWUNDET

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

Sceptre of Eternal Glory — DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	2	2+	10	-3	3

VERWUNDET

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

Staff of Stars — INDIRECT FIRE

R	A	BS	S	AP	D
24"	12	2+	6	-1	1

VERWUNDET

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

5 NAHKAMPF

Armoured bulk

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Weapons of the Final Triarch — LETHAL HITS

R	A	WS	S	AP	D
Melee	12	2+	8	-3	2

VERWUNDET

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

GEGEN DIESE EINHEIT

Szarekh

W10 · RW 2+ · 4++ · 16 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

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

Triarchal Menhir

W10 · RW 2+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

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

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.

KEYWORDS Vehicle, Epic Hero, Triarch · **FRAKTION** Necrons · **SZAREKH** Character, The Silent King

1 KOMMANDO	2 BEWEGUNG
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4 ANGRIFF

Phaeron of the Blades (Aura) (Triarch Abilities)

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.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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.

Phaeron of the Stars (Aura) (Triarch Abilities)

While a friendly Necrons unit (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.

Relentless March (Aura) (Triarch Abilities)

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.

REGELN & KEYWORDS KURZ

Deadly Demise D6+3 (Szarekh model only) 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: -…

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…

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.

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