

NECRONS

OVERLORD

90 PTS



M

5"

T

5

SV

2+

W

6

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	2+	5	-2	1
Tachyon arrow <div>ONE SHOT</div>	72"	1	2+	16	-5	D6+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Overlord's blade <div>DEVASTATING WOUNDS</div>	Melee	4	2+	8	-3	2
Staff of light	Melee	4	2+	5	-2	1
Voidscythe <div>DEVASTATING WOUNDS</div>	Melee	3	3+	12	-3	3

AUFSTELLUNG

1x Overlord (40mm)

Equipped with: Staff of light, Tachyon arrow, Overlord's blade, Voidscythe

Wargear Options:

This model can be equipped with 1x Resurrection orb.

This model can replace its Overlord's blade and tachyon arrow with Voidscythe or Staff of light.

ABILITIES

CORE - Leader

Implacable Resilience

Each time an attack is allocated to this model, subtract 1 from that attack's Damage characteristic.

My Will Be Done

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Resurrection orb

(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, this unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

Leader

This model can be attached to the following units: IMMORTALS, LYCHGUARD, NECRON WARRIORS

WEAPON RULES

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.*

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.



CORE RULES

◆ Leader

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ 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.

