NECRONS · DETACHMENT

PANTHEON OF WOE

2 DP · DISRUPTION

ENHANCEMENTS

Singularity Matrix — **45 pts**

C’tan Shard of the Deceiver model only. This model has the following ability:

Lord of Deceit (Aura): Once per turn, when your opponent targets a unit from their army within 12" of this model with a stratagem, you can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

Quantum Goad — **45 pts**

C’tan Shard of the Nightbringer model only. This model is eligible to declare a charge in a turn in which it Advanced.

Animus Damper — **35 pts**

C’tan Shard of the Void Dragon model only. Once per turn, at the start of your opponent’s Shooting phase, select one enemy VEHICLE unit visible to the bearer. That unit must take a Leadership test. Until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll and, if that Leadership test was failed, subtract 1 from the Wound roll as well.

Reletavistic Tether — **40 pts**

Transcendent C’tan model only. In your turn, when this unit makes an ingress/advance move using its Transdimensional Displacement ability, this unit can end that move more than 6" horizontally from all enemy units (instead of more than 8"). When this unit ends that move within 8" of an enemy unit, this unit is not eligible to declare a charge until the end of the turn.

DETACHMENT-REGEL

Necrons Monster units from your army have the following ability:

Distortion Fields (Aura): While an enemy unit is within 6" of this unit, it is unravelling. While an enemy unit is unravelling, each time an attack targets that unit, improve the Armour Penetration characteristic of that attack by 1.

At the start of each phase, for each Necrons Monster unit from your army, that unit can suffer 3 mortal wounds. If it does, until the end of the phase, the range of that unit’s Distortion Fields Aura ability is increased to 9".

Restrictions

When mustering your army, each Necrons Monster unit from your army has the relevant Necrodermal Binding ability shown on the right, and you must increase the points cost of each of those units by the amount shown in the Munitorum Field Manual. If this causes your army to exceed the points limit for the battle you are playing, you cannot include that unit in your army.

STRATAGEMS

1 CP — PANTHEON OF WOE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

MOLECULAR EROSION

When: Command phase.
Target: One Necrons Monster unit from your army.
Effect: Select one unravelling enemy unit visible to your unit. That enemy unit must take a Battle-shock test. When doing so, subtract 1 from the result. If that test is failed, that enemy unit suffers D3+1 mortal wounds.
Restriction: You can only use this Stratagem once per battle round.

1 CP — PANTHEON OF WOE – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

PHASE MELDING

When: Your opponent's Movement phase, when an unravelling enemy unit is selected to Fall Back.
Target: One NECRONS unit from your army that is within Engagement Range of that enemy unit.
Effect: When that enemy unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

1 CP — PANTHEON OF WOE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

ENTROPHASIC AURA TARGETING

When: Your Shooting phase or the Fight phase.
Target: One NECRONS unit (excluding Monsters) from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit, re-roll a Hit roll of 1. If the target of that attack is unravelling, re-roll a Wound roll of 1 as well.

1 CP — PANTHEON OF WOE – EPIC DEED STRATAGEM · WAHAPEDIA — SHOOTING

MASS TRANSMOGRIFICATION

When: Your Shooting phase or the Fight phase, just after a Necrons Monster unit from your army destroys an enemy unit.
Target: One friendly NECRONS unit (excluding Monsters) within 6" of that MONSTER unit.
Effect: If that enemy unit was unravelling at the start of the phase, your friendly unit's Reanimation Protocols activate.
Restriction: You can only use this Stratagem once per turn.

1 CP — PANTHEON OF WOE – BATTLE TACTIC STRATAGEM · WAHAPEDIA — FIGHT

CHRONODISTORTION

When: Fight phase, just after an enemy unit has selected its targets.
Target: One NECRONS unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 if the attacking unit is unravelling: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

1 CP — PANTHEON OF WOE – EPIC DEED STRATAGEM · WAHAPEDIA — ANY

DISHARMONISATION CASCADE

When: Any phase, just after a Necrons Monster model from your army is destroyed, before making its Deadly Demise roll.
Target: That NECRONS MONSTER model. You can use this Stratagem on that model even though it was just destroyed.
Effect: Until the end of the phase, your model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.