

NECRONS

HYPERCRYPT LEGION

6 Stratagems · 4 Enhancements

 2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Dimensional Overseer

25 pts

NECRONS model only. While the bearer is on the battlefield or in Strategic Reserves, add 1 to the number of units from your army that you can select for the Hyperphasing rule.

Arisen Tyrant

25 pts

NECRONS model only. Each time a model in the bearer's unit makes an attack, re-roll a Hit roll of 1. If the bearer's unit was set up on the battlefield this turn, you can re-roll the Hit roll instead.

Hyperspatial Transfer Node

15 pts

NECRONS model only. Each time the bearer's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in the bearer's unit.

Osteoclave Fulcrum

20 pts

NECRONS model only. Models in the bearer's unit have the Deep Strike ability.

DETACHMENT RULE

At the end of your opponent's turn, you can select a number of NECRONS units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

- Incursion - Up to 1 unit.
- Strike Force - Up to 2 units
- Onslaught - Up to 3 units

Once you have made your selection, remove those units from the battlefield and place them into Strategic Reserves.

STRATAGEMS (6/6)

1 CP HYPERCRYPT LEGION – STRATEGIC PLOY
STRATAGEM

COMMAND

REANIMATION CRYPTS

When: Your Command phase.

Target: Your NECRONS WARLORD.

Effect: For each of your NECRONS units in Reserves, that Reserves unit's Reanimation Protocols activate.

1 CP HYPERCRYPT LEGION – STRATEGIC PLOY
STRATAGEM

MOVEMENT

COSMIC PRECISION

When: Your Movement phase.

Target: One NECRONS unit from your army (excluding MONSTER units) that is arriving using an ingress move this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy models.

Restriction: A unit targeted with this Stratagem is not eligible to declare a charge in the same turn.

1 CP HYPERCRYPT LEGION – WARGEAR STRATAGEM

SHOOTING

ENTROPIC DAMPING

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One TITANIC model from your army that was selected as the target of one or more of the attacking unit's attacks and is within 18" of the attacking unit.

Effect: Until the end of the phase, weapons equipped by models in the attacking unit have the [HAZARDOUS] ability.

2 CP HYPERCRYPT LEGION – STRATEGIC PLOY
STRATAGEM

SHOOTING

HYPERPHASIC RECALL

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has shot or fought.

Target: One NECRONS INFANTRY unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks and one friendly MONOLITH model.

Effect: Remove your INFANTRY unit from the battlefield and then set it back up anywhere on the battlefield that is wholly within 6" of your MONOLITH model and not within Engagement Range of one or more enemy units.

1 CP HYPERCRYPT LEGION – WARGEAR STRATAGEM

SHOOTING

QUANTUM DEFLECTION

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One NECRONS VEHICLE 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, models in your unit have a 4+ invulnerable save.

2 CP HYPERCRYPT LEGION – STRATEGIC PLOY
STRATAGEM

CHARGE

DIMENSIONAL CORRIDOR

When: Your Charge phase.

Target: One NECRONS unit from your army that was set up on the battlefield this turn using the Eternity Gate ability of a MONOLITH model that started the turn on the battlefield.

Effect: Your unit is eligible to charge this phase.