

NECRONS

STARSHATTER ARSENAL

6 Stratagems · 4 Enhancements



3 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Dread Majesty

30 pts

While a friendly Necrons unit (excluding Monster and Titianic units) is within 6" of the bearer, 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.

Miniaturised Nebuloscope

15 pts

Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability.

Demanding Leader

10 pts

In your Command phase, select one friendly NECRONS VEHICLE or NECRONS MOUNTED unit (excluding TITANIC units) within 6" of the bearer. Until the start of your next Command phase, that unit is eligible to shoot in a turn in which it Fell Back.

Chrono-impedance Fields

25 pts

In your Command phase, select one friendly Necrons Vehicle or Necrons Mounted unit (excluding Titanic units) within 6" of the bearer. Until the start of your next Command phase, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack.

DETACHMENT RULE

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 (6/6)

1 CP STARSHATTER ARSENAL – STRATEGIC PLOY STRATAGEM

MOVEMENT

CHRONOSHIFT

When: Your Movement phase.

Target: One Necrons Vehicle or Necrons Mounted unit (excluding Titanic units) from your army that has not been selected to move this phase.

Effect: Until the end of the phase, if your 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 your unit.

1 CP STARSHATTER ARSENAL – STRATEGIC PLOY STRATAGEM

MOVEMENT

DIMENSIONAL TUNNEL

When: Your Movement phase.

Target: One Necrons Vehicle or Necrons Mounted unit (excluding Titanic units) from your army.

Effect: Until the end of the phase, models in your unit can move horizontally through models and terrain features.

2 CP STARSHATTER ARSENAL – BATTLE TACTIC STRATAGEM

SHOOTING

MERCELESS RECLAMATION

When: Your Shooting phase or the Fight phase.

Target: One NECRONS unit (excluding Monster and Titanic units) 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, if the target of that attack is within range of one or more objective markers, add 1 to the Wound roll.

1 CP STARSHATTER ARSENAL – STRATEGIC PLOY STRATAGEM

SHOOTING

REACTIVE REPOSITION

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

Target: One NECRONS unit from your army (excluding Monster and Titanic units) that was the target of one or more of the attacking unit's attacks.

Effect: Your unit can make a Normal move of up to D6".

2 CP STARSHATTER ARSENAL – BATTLE TACTIC STRATAGEM

SHOOTING

UNYIELDING FORMS

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

Target: One Necrons Vehicle or Necrons Mounted unit (excluding Titanic units) 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 an attack targets a model in your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.

1 CP STARSHATTER ARSENAL – STRATEGIC PLOY STRATAGEM

FIGHT

ENDLESS SERVITUDE

When: End of your Fight phase.

Target: One NECRONS unit (excluding Monster and Titanic units) from your army that is within range of one or more objective markers you control.

Effect: Your unit's Reanimation Protocols activate.