

AWAKENED DYNASTY

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Veil of Darkness

20 pts

NECRONS model only. (Once per battle, per army) At the end of your opponent's turn, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.
- This unit has Deep Strike until the start of your next Shooting phase.
- This unit must make an ingress move in your next Movement phase (including in your first turn).

Nether-realm Casket

20 pts

NECRONS model only. While the bearer is leading a unit, models in that unit have the Stealth ability.

Phasal Subjugator

35 pts

NECRONS model only. While a friendly NECRONS unit (excluding CHARACTER units) is within 6" of the bearer, each time a model in that unit makes an attack, add 1 to the hit roll.

Enaegic Dermal Bond

30 pts

NECRONS model only. The bearer has the Feel No Pain 4+ ability.

DETACHMENT RULE

While a NECRONS CHARACTER model is leading this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.

STRATAGEMS (6/6)

1 CP AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

MOVEMENT

PROTOCOL OF THE SUDDEN STORM

When: Your Movement phase.

Target: One NECRONS unit from your army.

Effect: Until the end of the turn, ranged weapons equipped by models in your unit have the [ASSAULT] ability. In addition, if a Necrons Character is leading your unit, until the end of the phase, you can re-roll Advance rolls made for your unit.

1 CP AWAKENED DYNASTY – BATTLE TACTIC STRATAGEM

SHOOTING

PROTOCOL OF THE CONQUERING TYRANT

When: Your Shooting phase.

Target: One NECRONS unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a unit within half range, re-roll a Hit roll of 1. If a NECRONS CHARACTER is leading your unit, until the end of the phase, you can re-roll the Hit roll for that attack instead.

1 CP AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

SHOOTING

PROTOCOL OF THE UNDYING LEGIONS

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

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

Effect: Your unit activates its Reanimation Protocols and reanimates D3 wounds (or D3+1 wounds if a NECRONS CHARACTER is leading your unit).

2 CP AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

SHOOTING

PROTOCOL OF THE VENGEFUL STARS

When: Your opponent's Shooting phase, just after an enemy unit destroys a NECRONS unit from your army.

Target: One NECRONS CHARACTER unit from your army that was within 6" of that NECRONS unit when it was destroyed.

Effect: After the attacking unit has resolved its attacks, your unit can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

1 CP AWAKENED DYNASTY – BATTLE TACTIC STRATAGEM

FIGHT

PROTOCOL OF THE HUNGRY VOID

When: Fight phase.

Target: One NECRONS unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit. In addition, If a Necrons Character is leading your unit, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1. (this is not cumulative with any other modifiers that improve Armour Penetration).

1 CP AWAKENED DYNASTY – EPIC DEED STRATAGEM

ANY

PROTOCOL OF THE ETERNAL REVENANT

When: Any phase.

Target: One Necrons Infantry Character model from your army that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

Effect: At the end of the phase, set your model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with half of its starting number of wounds remaining.

Restriction: Each model can only be targeted with this Stratagem once per battle.