

NECRONS

STARSHATTER ARSENAL

12 Stratagems · 4 Enhancements

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 (12/12)

1 CP

STARSHATTER ARSENAL – STRATEGIC PLOY
STRATAGEM

MOVEMENT

The time-bending technologies in the nobility's

When: Your Movement phase.

Target: One Necrons Vehicle or Necrons

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

1 CP

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STARSHATTER ARSENAL – STRATEGIC PLOY
STRATAGEM

MOVEMENT

Using phase-shifting technology, Necron war

When: Your Movement phase.

Target: One Necrons Vehicle or Necrons

Effect: Until the end of the phase, models in your

1 CP

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Target: One Necrons Vehicle or Necrons

Effect: Until the end of the phase, models in your

1 CP

STARSHATTER ARSENAL – STRATEGIC PLOY
STRATAGEM

SHOOTING

Subroutines buried deep within the neural networks

When: Your opponent's Shooting phase, just after an

Target: One Necrons unit from your army

Effect: Your unit can make a Normal move of up

1 CP

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STRATAGEM

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When: Your opponent's Shooting phase, just after an

Target: One Necrons unit from your army

Effect: Your unit can make a Normal move of up

1 CP

STARSHATTER ARSENAL – BATTLE TACTIC
STRATAGEM

SHOOTING

The Necrons are driven to reclaim what is theirs,

When: Your Shooting phase or the Fight phase.

Target: One Necrons unit (excluding Monster

Effect: Until the end of the phase, each time a

1 CP

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STRATAGEM

SHOOTING

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When: Your Shooting phase or the Fight phase.

Target: One Necrons unit (excluding Monster

Effect: Until the end of the phase, each time a

1 CP

STARSHATTER ARSENAL – BATTLE TACTIC
STRATAGEM

SHOOTING

Wrought from living metal and further protected by

When: Your opponent's Shooting phase or the

Target: One Necrons Vehicle or Necrons

Effect: Until the end of the phase, each time an

1 CP

STARSHATTER ARSENAL – BATTLE TACTIC
STRATAGEM

SHOOTING

Wrought from living metal and further protected by

When: Your opponent's Shooting phase or the

Target: One Necrons Vehicle or Necrons

Effect: Until the end of the phase, each time an

1 CP

STARSHATTER ARSENAL – STRATEGIC PLOY
STRATAGEM

FIGHT

Should the unclean thralls of lesser species threaten

When: End of your Fight phase.

Target: One Necrons unit (excluding Monster and

Effect: Your unit's Reanimation Protocols activate.

1 CP

STARSHATTER ARSENAL – STRATEGIC PLOY
STRATAGEM

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Should the unclean thralls of lesser species threaten

When: End of your Fight phase.

Target: One Necrons unit (excluding Monster and

Effect: Your unit's Reanimation Protocols activate.