CODEX

NECRONS

classic2

INHALTSVERZEICHNIS

FRAKTIONSREGELN 5

FRAKTIONSKRAM 6

DETACHMENTS 8

- Detachments — Übersicht 8
- Annihilation Legion 9
- Awakened Dynasty 11
- Canoptek Court 13
- Cryptek Conclave 15
- Cursed Legion 17
- Hypercrypt Legion 19
- Obeisance Phalanx 21
- Starshatter Arsenal 23

DATASHEETS 25

- Annihilation Barge 25
- Anrakyr the Traveller [Legends] 27
- C'tan Shard of the Deceiver 29
- C'tan Shard of the Nightbringer 31
- C'tan Shard of the Void Dragon 33
- Canoptek Acanthrites [Legends] 35
- Canoptek Doomstalker 36
- Canoptek Macrocytes 38
- Canoptek Reanimator 40
- Canoptek Scarab Swarms 41
- Canoptek Spyders 42
- Canoptek Tomb Crawlers 44
- Canoptek Tomb Sentinel [Legends] 45
- Canoptek Tomb Stalker [Legends] 46
- Canoptek Wraiths 48
- Catacomb Command Barge 49
- Chronomancer 51
- Convergence of Dominion 52
- Cryptothralls 53
- Deathmarks 54
- Doom Scythe 55
- Doomsday Ark 56
- Dynastic Conqueror [Crucible] 58

Flayed Ones 62
Gauss Pylon [Legends] 63
Geomancer 65
Ghost Ark 67
Hexmark Destroyer 69
Hyperscientist [Crucible] 71
Illuminor Szeras 75
Immortals 76
Imotekh the Stormlord 77
Lokhust Destroyers 79
Lokhust Heavy Destroyers 80
Lokhust Lord 82
Lord [Legends] 84
Lychguard 86
Monolith 87
Necron Warriors 89
Nekrosor Ammentar 90
Nemesor Zahndrekh [Legends] 92
Night Scythe 93
Night Shroud [Legends] 95
Obelisk 96
Ophydian Destroyers 98
Orikan the Diviner 99
Overlord 100
Overlord with Translocation Shroud 102
Plasmancer 103
Psychomancer 104
Royal Warden 105
Sentry Pylon [Legends] 106
Seraptek Heavy Construct 108
Skorpekh Destroyers 110
Skorpekh Lord 111
Technomancer 112
Tesseract Ark [Legends] 113
Tesseract Vault 115
The Silent King 117
Tomb Blades 119
Tomb Citadel Walls [Legends] 121
Transcendent C'tan 123
Trazyn the Infinite 125

Triarch Praetorians 126
Triarch Stalker 127
Triarchal Overseer [Crucible] 129
Vargard Obyron [Legends] 133

PUNKTELISTE 135

FRAKTIONSREGELN

REANIMATION PROTOCOLS

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit’s Reanimation Protocols activate, that unit heals D3 wounds.

FRAKTIONSKRAM

ANNIHILATION PROTOCOL

RULE

Each time a DESTROYER CULT or FLAYED ONES unit from your army declares a charge, you can re-roll the Charge roll. If one or more targets of that charge are Below Half-strength, add 1 to the charge roll as well.

Each time a DESTROYER CULT unit from your army makes a ranged attack that targets the closest eligible target, add 1 to the Armour Penetration characteristic of that attack.

COMMAND PROTOCOLS

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.

HYPERPHASING

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.

POWER MATRIX

RULE

Certain areas of the battlefield are considered to be within your army's Power Matrix, as follows:

- Your deployment zone is always within your army's Power Matrix.

- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Power Matrix.

- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Power Matrix.

Each time a model in a CRYPTEK or CANOPTEK unit from your army makes an attack, re-roll a Hit roll of 1. If such a unit is wholly within your Power Matrix, you can re-roll the Hit roll instead.

WORTHY FOES

RULE

In your Command phase, select one enemy unit. Until the start of your next Command phase, each time an NOBLE, LYCHGUARD or TRIARCH unit from your army makes an attack against that unit, add 1 to the Wound roll.

RELENTLESS ONSLAUGHT

RULE

Each time a NECRONS model from your army makes an attack that targets a unit within range of one or more objective markers, add 1 to the Hit roll. In addition, ranged weapons equipped by NECRONS VEHICLE and NECRONS MOUNTED models (excluding TITANIC models) from your army have the [ASSAULT] ability.

TECHNOSORCEROUS AUGMENTATIONS

RULE

- Ranged weapons equipped by Cryptek models from your army have the [ASSAULT] ability.

- In your Shooting phase, each time a Cryptek unit from your army is selected to shoot, select one of the following abilities: [ANTI-INFANTRY 3+], [ANTI-MOUNTED 4+], [ASSAULT], [HEAVY], [IGNORES COVER]. Until the end of the phase, ranged weapons equipped by models in that unit have that ability

COLD FERVOUR

RULE

- Add 2 to the Strength characteristic of weapons equipped by Destroyer Cult models from your army.

- The first time each turn that a Destroyer Cult unit from your army makes attacks that destroy a unit or cause it to become Below Half-strength, after that unit has finished resolving its attacks, until the end of the turn, add 2 to the Strength characteristic of weapons equipped by friendly Necrons models (excluding Destroyer Cult, Monster and Titanic models).

COSMIC DISTORTION

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.

NECRONS · DETACHMENTS

UEBERSICHT

Annihilation Legion

Eternal Madness, Ingrained Superiority, Soulless Reaper, Eldritch Nightmare

Awakened Dynasty

Veil of Darkness, Nether-realm Casket, Phasal Subjugator, Enaegic Dermal Bond

Canoptek Court

Dimensional Sanctum, Hyperphasic Fulcrum, Autodivinator, Metalodermal Tesla Weave

Cryptek Conclave

Gauntlet of Compression, Atomic Disintegrators, Quantum Abacus, Gravitic Bolas

Cursed Legion

Destroyer Ankh, Murdermind, Mark of the Nekrosor, Cursed Circlet

Hypercrypt Legion

Dimensional Overseer, Arisen Tyrant, Hyperspatial Transfer Node, Osteoclave Fulcrum

Obeisance Phalanx

Honourable Combatant, Unflinching Will, Warrior Noble, Eternal Conqueror

Starshatter Arsenal

Dread Majesty, Miniaturised Nebuloscope, Demanding Leader, Chrono-impedance Fields

NECRONS · DETACHMENT

ANNIHILATION LEGION

ENHANCEMENTS

Eternal Madness — **20 pts**

NECRONS model only. In the Fight phase, each time a model in the bearer's unit is destroyed, if that model had not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Ingrained Superiority — **5 pts**

NECRONS model only. Each time a model in the bearer's unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

Soulless Reaper — **15 pts**

DESTROYER CULT model only. Each time an enemy unit within Engagement Range of the bearer's unit is selected to Fall Back, roll one D6. On a 3+, that unit cannot Fall Back and must Remain Stationary.

Eldritch Nightmare — **10 pts**

DESTROYER CULT model only. At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test.

DETACHMENT-REGEL

Each time a DESTROYER CULT or FLAYED ONES unit from your army declares a charge, you can re-roll the Charge roll. If one or more targets of that charge are Below Half-strength, add 1 to the charge roll as well.

Each time a DESTROYER CULT unit from your army makes a ranged attack that targets the closest eligible target, add 1 to the Armour Penetration characteristic of that attack.

STRATAGEMS

1 CP — ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

BLOOD-FUELLED CRUELTY

When: Your opponent’s Movement phase, just after an enemy unit ends a Fall Back move.
Target: One DESTROYER CULT or FLAYED ONES unit from your army that started the phase within Engagement Range of that enemy unit.
Effect: Roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. Your unit can then make a Normal move, but must end that move as close as possible to that enemy unit.

1 CP — ANNIHILATION LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

INSANITY’S IRE

When: Your opponent’s Shooting phase, just after an enemy unit has shot.
Target: One DESTROYER CULT or FLAYED ONES unit from your army that had one or more of its models destroyed by the attacking unit’s attacks.
Effect: Your unit can make a Normal move, but must end that move as close as possible to that enemy unit.

1 CP

ANNIHILATION LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

MASKS OF DEATH

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

Target: One DESTROYER CULT or FLAYED ONES 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 an attack targets your unit, subtract 1 from the Hit roll.

1 CP

ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

THE SPOOR OF FRAILTY

When: Your Shooting phase or the Fight phase.

Target: One DESTROYER CULT or FLAYED ONES unit 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 from your unit makes an attack that targets a unit below Starting Strength, add 1 to the Hit roll. If the target is Below Half-strength, add 1 to the Wound roll as well.

1 CP

ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

MURDEROUS REANIMATION

When: Fight phase.

Target: One DESTROYER CULT or FLAYED ONES unit from your army that has just destroyed an enemy unit, or just caused an enemy unit that was not Below Half-strength to become Below Half-strength.

Effect: Your unit's Reanimation Protocols activate.

1 CP

ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

PITILESS HUNTERS

When: Fight phase.

Target: One DESTROYER CULT or FLAYED ONES unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

NECRONS · DETACHMENT

AWAKENED DYNASTY

ENHANCEMENTS

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-REGEL

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

1 CP — AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — **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 · WAHAPEDIA — **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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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.

NECRONS · DETACHMENT

CANOPTEK COURT

ENHANCEMENTS

Dimensional Sanctum — **20 pts**

CRYPTEK model only. Models in the bearer's unit have the Infiltrators ability.

Hyperphasic Fulcrum — **15 pts**

CRYPTEK model only. While the bearer is leading a unit, if that unit is wholly within your army's Power Matrix, each time a model in that unit makes an attack, re-roll a Wound roll of 1.

Autodivinator — **15 pts**

CRYPTEK model only. Each time your opponent gains a CP as a result of an ability, roll one D6: on a 2+, you also gain 1CP.

Metalodermal Tesla Weave — **10 pts**

CRYPTEK model only. Once per phase, when an enemy unit selects the bearer's unit as a target of a charge, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds, on a 6, that enemy unit suffers 3 mortal wounds.

DETACHMENT-REGEL

- Ranged weapons equipped by Cryptek models from your army have the [ASSAULT] ability.

- In your Shooting phase, each time a Cryptek unit from your army is selected to shoot, select one of the following abilities: [ANTI-INFANTRY 3+], [ANTI-MOUNTED 4+], [ASSAULT], [HEAVY], [IGNORES COVER]. Until the end of the phase, ranged weapons equipped by models in that unit have that ability

STRATAGEMS

1 CP — CANOPTEK COURT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — MOVEMENT

REACTIVE SUBROUTINES

When: Your opponent’s Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One CANOPTEK unit from your army that is within 9" of that enemy unit.
Effect: Your unit can make a Normal move of up to 6".

1 CP — CANOPTEK COURT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

COUNTERTEMPORAL SHIFT

When: Your opponent’s Shooting phase, just after an enemy unit has selected its targets.
Target: One CANOPTEK 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, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP

CANOPTEK COURT – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

CURSE OF THE CRYPTEK

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

Target: One CRYPTEK model from your army that was destroyed by one of the attacking unit's attacks. You can use this Stratagem on that model even though it was just destroyed.

Effect: Until the end of the battle, each time a friendly CANOPTEK model makes an attack that targets the attacking unit, add 1 to the Hit roll and add 1 to the Wound roll.

2 CP

CANOPTEK COURT – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

CYNOSURE OF ERADICATION

When: The start of your Shooting phase or the start of the Fight phase.

Target: One CRYPTEK or CANOPTEK unit from your army that is wholly within your army's Power Matrix.

Effect: Until the end of the phase, weapons equipped by CRYPTEK or CANOPTEK models in your unit have the [DEVASTATING WOUNDS] ability.

1 CP

CANOPTEK COURT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

SOLAR PULSE

When: Start of your Shooting phase.

Target: One CRYPTEK model from your army.

Effect: Select one objective marker within 18" of your CRYPTEK model. Until the end of the phase, weapons equipped by friendly NECRONS models have the [IGNORES COVER] ability while targeting units within range of that objective marker.

1 CP

CANOPTEK COURT – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

CHARGE

SUBOPTIMAL FACADE

When: Your opponent's Charge phase, just after an enemy unit has declared a charge.

Target: One CANOPTEK unit from your army that was selected as a target of that charge and is wholly within your army's Power Matrix.

Effect: Your unit's Reanimation Protocols activate.

NECRONS · DETACHMENT

CRYPTEK CONCLAVE

ENHANCEMENTS

Gauntlet of Compression — 20 pts

Add 6" to the Range characteristic of ranged weapons equipped by models in the bearer's unit.

Atomic Disintegrators — 10 pts

In your Shooting phase, each time the bearer's unit is selected to shoot, when selecting an ability for the Technosorcerous Augmentations Detachment rule, you can also select from the following abilities: [ANTI-MONSTER 5+], [ANTI-VEHICLE 5+].

Quantum Abacus — 15 pts

Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if it is within range of one or more objectives: on a 4+, you gain 1CP.

Gravitic Bolas — 15 pts

In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks (excluding Titanic units); until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.

DETACHMENT-REGEL

• Ranged weapons equipped by Cryptek models from your army have the [ASSAULT] ability. • In your Shooting phase, each time a Cryptek unit from your army is selected to shoot, select one of the following abilities: [ANTI-INFANTRY 3+], [ANTI-MOUNTED 4+], [ASSAULT], [HEAVY], [IGNORES COVER]. Until the end of the phase, ranged weapons equipped by models in that unit have that ability.

STRATAGEMS

1 CP — CRYPTEK CONCLAVE– STRATEGIC PLOY STRATAGEM — COMMAND

Drawing upon the accumulated precausal potential

When: Your opponent's Command phase.
Target: One Necrons unit from your army within
Effect: Your unit's Reanimation Protocols activate.

1 CP — CRYPTEK CONCLAVE– STRATEGIC PLOY STRATAGEM — COMMAND

Drawing upon the accumulated precausal potential

When: Your opponent's Command phase.
Target: One Necrons unit from your army within
Effect: Your unit's Reanimation Protocols activate.

1 CP — CRYPTEK CONCLAVE – WARGEAR STRATAGEM — SHOOTING

A portion of the Cryptek's animus clings to the

When: Your opponent's Shooting phase or the Fight
Target: One Cryptek model from your army that
Effect: Until the end of the battle, each time a

1 CP — CRYPTEK CONCLAVE – WARGEAR STRATAGEM — SHOOTING

A portion of the Cryptek's animus clings to the

When: Your opponent's Shooting phase or the Fight
Target: One Cryptek model from your army that
Effect: Until the end of the battle, each time a

1 CP

CRYPTEK CONCLAVE – BATTLE TACTIC STRATAGEM

SHOOTING

Accessing previously undreamed of skeins of cosmic

When: Your Shooting phase.
Target: One Cryptek unit from your army that has
Effect: Until the end of the phase, each time your

1 CP

CRYPTEK CONCLAVE – BATTLE TACTIC STRATAGEM

SHOOTING

Targeting analysis of the targets' molecular makeup

When: Your Shooting phase or the Fight phase.
Target: One Necrons unit from your army that has
Effect: Until the end of the phase, each time a

1 CP

CRYPTEK CONCLAVE – BATTLE TACTIC STRATAGEM

SHOOTING

Accessing previously undreamed of skeins of cosmic

When: Your Shooting phase.
Target: One Cryptek unit from your army that has
Effect: Until the end of the phase, each time your

1 CP

CRYPTEK CONCLAVE – BATTLE TACTIC STRATAGEM

SHOOTING

Targeting analysis of the targets' molecular makeup

When: Your Shooting phase or the Fight phase.
Target: One Necrons unit from your army that has
Effect: Until the end of the phase, each time a

1 CP

CRYPTEK CONCLAVE – STRATEGIC PLOY STRATAGEM

SHOOTING

Quantum reservoirs of potent energies held within

When: Start of your Shooting phase.
Target: One Cryptek unit from your army.
Effect: Select one friendly Necrons model

1 CP

CRYPTEK CONCLAVE – WARGEAR STRATAGEM

SHOOTING

This thrumming cloud of minute nanoscarabs whirls

When: Your opponent's Shooting phase or the
Target: One Cryptek Infantry unit from your army
Effect: If your unit has the Necron Warriors

1 CP

CRYPTEK CONCLAVE – STRATEGIC PLOY STRATAGEM

SHOOTING

Quantum reservoirs of potent energies held within

When: Start of your Shooting phase.
Target: One Cryptek unit from your army.
Effect: Select one friendly Necrons model

1 CP

CRYPTEK CONCLAVE – WARGEAR STRATAGEM

SHOOTING

This thrumming cloud of minute nanoscarabs whirls

When: Your opponent's Shooting phase or the
Target: One Cryptek Infantry unit from your army
Effect: If your unit has the Necron Warriors

NECRONS · DETACHMENT

CURSED LEGION

ENHANCEMENTS

Destroyer Ankh — **20 pts**

The bearer has the Destroyer Cult keyword. Add 2" to the Move characteristic of models in the bearer's unit and add 2 to the Attacks characteristic of melee weapons equipped by the bearer.

Murdermind — **15 pts**

The bearer has the DESTROYER CULT keyword. Add 3" to the Move characteristic of the bearer.

Mark of the Nekrosor — **20 pts**

Each time a model in the bearer's unit makes an attack, add 1 to the Hit roll.

Cursed Circlet — **25 pts**

Each time an enemy unit is selected to shoot, after that unit has shot, if any models from the bearer's unit were destroyed as a result of those attacks, the bearer's unit can make a Surge move. To do so, roll one D6: the bearer's unit can be moved a number of inches up to the result, but the bearer's unit must finish that move as close as possible to the closest enemy unit (excluding Aircraft).

When doing so, those models can be moved within Engagement Range of that enemy unit. A unit cannot make a Surge move while it is Battle-shocked.

DETACHMENT-REGEL

- Add 2 to the Strength characteristic of weapons equipped by Destroyer Cult models from your army.

- The first time each turn that a Destroyer Cult unit from your army makes attacks that destroy a unit or cause it to become Below Half-strength, after that unit has finished resolving its attacks, until the end of the turn, add 2 to the Strength characteristic of weapons equipped by friendly Necrons models (excluding Destroyer Cult, Monster and Titanic models).

STRATAGEMS

1 CP — CURSED LEGION – BATTLE TACTIC STRATAGEM — SHOOTING

Confronted with these android spectres of terminal

When: Your opponent's Shooting phase or the
Target: One Destroyer Cult unit from your army
Effect: Until the end of the phase, each time an

1 CP — CURSED LEGION – BATTLE TACTIC STRATAGEM — SHOOTING

Confronted with these android spectres of terminal

When: Your opponent's Shooting phase or the
Target: One Destroyer Cult unit from your army
Effect: Until the end of the phase, each time an

1 CP CURSED LEGION – STRATEGIC PLOY STRATAGEM SHOOTING

In the absolute destruction of their enemies, the

When: Your Shooting phase or the Fight phase, just
Target: One friendly Necrons unit (excluding
Effect: The friendly unit's Reanimation

1 CP CURSED LEGION – STRATEGIC PLOY STRATAGEM SHOOTING

In the absolute destruction of their enemies, the

When: Your Shooting phase or the Fight phase, just
Target: One friendly Necrons unit (excluding
Effect: The friendly unit's Reanimation

1 CP CURSED LEGION – BATTLE TACTIC STRATAGEM SHOOTING

In the grip of the Destroyer madness, these Necrons

When: Your Shooting phase or the Fight phase.
Target: One Necrons unit (excluding Monsters
Effect: Until the end of the phase, weapons

1 CP CURSED LEGION – BATTLE TACTIC STRATAGEM SHOOTING

In the grip of the Destroyer madness, these Necrons

When: Your Shooting phase or the Fight phase.
Target: One Necrons unit (excluding Monsters
Effect: Until the end of the phase, weapons

1 CP CURSED LEGION – STRATEGIC PLOY STRATAGEM SHOOTING

The murderous goad of the Destroyer madness

When: Your Shooting phase or your Charge phase.
Target: One Destroyer Cult unit from your army.
Effect: Until the end of the turn, your unit is eligible

1 CP CURSED LEGION – STRATEGIC PLOY STRATAGEM SHOOTING

The murderous goad of the Destroyer madness

When: Your Shooting phase or your Charge phase.
Target: One Destroyer Cult unit from your army.
Effect: Until the end of the turn, your unit is eligible

1 CP CURSED LEGION – BATTLE TACTIC STRATAGEM CHARGE

It is as though witnessing other Necrons engaged

When: Your Charge phase.
Target: One Necrons unit (excluding Monsters
Effect: Until the end of the phase, each time your

1 CP CURSED LEGION – BATTLE TACTIC STRATAGEM CHARGE

It is as though witnessing other Necrons engaged

When: Your Charge phase.
Target: One Necrons unit (excluding Monsters
Effect: Until the end of the phase, each time your

1 CP CURSED LEGION – STRATEGIC PLOY STRATAGEM CHARGE

The android soldiery of the cursed legion are

When: End of your opponent's Charge phase.
Target: One Necrons unit (excluding Monsters
Effect: Your unit now declares a charge that only

1 CP CURSED LEGION – STRATEGIC PLOY STRATAGEM CHARGE

The android soldiery of the cursed legion are

When: End of your opponent's Charge phase.
Target: One Necrons unit (excluding Monsters
Effect: Your unit now declares a charge that only

NECRONS · DETACHMENT

HYPERCRYPT LEGION

ENHANCEMENTS

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-REGEL

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

1 CP — HYPERCRYPT LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — **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 · WAHAPEDIA — **MOVEMENT**

COSMIC PRECISION

When: Your Movement phase.
Target: One NECRONS unit from your army (excluding Monster units) that is arriving using the Deep Strike or Hyperphasing abilities 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 · WAHAPEDIA

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.

1 CP

HYPERCRYPT LEGION – WARGEAR STRATAGEM · WAHAPEDIA

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 · WAHAPEDIA

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.

2 CP

HYPERCRYPT LEGION – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

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.

NECRONS · DETACHMENT

OBEISANCE PHALANX

ENHANCEMENTS

Honourable Combatant — **10 pts**

OVERLORD model only. Each time the bearer's unit destroys an enemy CHARACTER unit, your opponent loses 1CP if they have any.

Unflinching Will — **20 pts**

OVERLORD model only. The bearer's melee weapons have the [PRECISION] and [ANTI-INFANTRY 5+] abilities.

Warrior Noble — **15 pts**

OVERLORD model only. Each time a melee attack targets the bearer's unit, subtract 1 from the Hit roll.

Eternal Conqueror — **25 pts**

OVERLORD model only. Each time a model in the bearer's unit makes an attack that targets an enemy unit within range of an objective marker, you can re-roll the Hit roll.

DETACHMENT-REGEL

Certain areas of the battlefield are considered to be within your army's Power Matrix, as follows:

- Your deployment zone is always within your army's Power Matrix.

- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Power Matrix.

- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Power Matrix.

Each time a model in a CRYPTEK or CANOPTEK unit from your army makes an attack, re-roll a Hit roll of 1. If such a unit is wholly within your Power Matrix, you can re-roll the Hit roll instead.

STRATAGEMS

1 CP — OBEISANCE PHALANX – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — **COMMAND**

TERRITORIAL OBSESSION

When: Your Command phase.
Target: One Lychguard or Triarch unit from your army.
Effect: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit. If your unit has the VEHICLE keyword, add 3 to the Objective Control characteristic instead.

1 CP — OBEISANCE PHALANX – BATTLE TACTIC STRATAGEM · WAHAPEDIA — **SHOOTING**

ENSLAVED ARTIFICE

When: Your Shooting phase or the Fight phase.
Target: One NECRONS unit from your army (excluding TITANIC units) 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, an unmodified Hit roll of 5+ scores a Critical Hit.

1 CP

OBEISANCE PHALANX – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

NANOASSEMBLY PROTOCOLS

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, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

1 CP

OBEISANCE PHALANX – EPIC DEED STRATAGEM · WAHAPEDIA

FIGHT

SENTINELS OF ETERNITY

When: Fight phase, just after an enemy unit has selected its targets.
Target: One LYCHGUARD or TRIARCH PRAETORIANS 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: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.

1 CP

OBEISANCE PHALANX – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

SUFFER NO RIVAL

When: Fight phase.
Target: One LYCHGUARD or TRIARCH unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1 CP

OBEISANCE PHALANX – EPIC DEED STRATAGEM · WAHAPEDIA

ANY

YOUR TIME IS NIGH

When: Any phase, just after your opponent's WARLORD is destroyed.
Target: Your NECRONS WARLORD.
Effect: Until the end of the battle, each time an enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

NECRONS · DETACHMENT

STARSHATTER ARSENAL

ENHANCEMENTS

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-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

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

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

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

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

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

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

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

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

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

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.

ANNIHILATION BARGE

95 PTS

M	T	Sv	W	LD	OC
10"	8	3+	9	7+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss cannon LETHAL HITS	24"	3	3+	5	-2	2
Tesla cannon SUSTAINED HITS 2	24"	4	3+	6	0	1
Twin tesla destructor SUSTAINED HITS 2 TWIN-LINKED	36"	6	3+	8	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

Malevolent Arcing
In your Shooting phase, each time you select a target for this model's twin tesla destructor, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 5+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal wounds.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Annihilation Barge (Large Flying Base)

Equipped with: Gauss cannon, Tesla cannon, Twin tesla destructor, Armoured bulk

Wargear Options:
- This model can replace its Gauss cannon with Tesla cannon.

KEYWORDS: Vehicle, Fly, Annihilation Barge, Frame
FACTION KEYWORDS: Necrons

ANNIHILATION BARGE

95 PTS

M	T	Sv	W	LD	OC
10"	8	3+	9	7+	3

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Fly, Annihilation Barge, Frame
FACTION KEYWORDS: Necrons

ANRAKYR THE TRAVELLER [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tachyon arrow ONE SHOT	72"	1	2+	16	-5	D6+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warscythe DEVASTATING WOUNDS	Melee	4	2+	8	-3	2

ABILITIES

CORE - Leader

Lord of the Pyrrhian Eternals
While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

Mind in the Machine
At the start of your opponent's Shooting phase, select one enemy VEHICLE unit within 12" of and visible to this model. That unit must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

Leader
This model can be attached to the following units:

- IMMORTALS

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Anrakyr the Traveller [Legends]

Equipped with: Tachyon arrow, Warscythe

KEYWORDS: Infantry, Character, Epic Hero, Noble, Anrakyr the Traveller, Leader
FACTION KEYWORDS: Necrons

ANRAKYR THE TRAVELLER [LEGENDS]

95 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Noble, Anrakyr the Traveller, Leader
FACTION KEYWORDS: Necrons

C'TAN SHARD OF THE DECEIVER

330 PTS

M	T	Sv	W	LD	OC
8"	11	3+	16	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cosmic insanity ANTI-CHARACTER 4+ DEVASTATING WOUNDS PRECISION	18"	6	2+	6	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Golden fists	Melee	8	2+	10	-3	3

ABILITIES

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".

Enslaved Star God
This model cannot be your WARLORD.

Grand Illusion
If your army includes this model, after both players have deployed their armies, select up to three NECRONS units from your army and redeploy them. When doing so, any of those units can be placed in Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Lord of Deceit (Aura)
Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

Necrodermis
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x C'tan Shard of the Deceiver (40mm)

Equipped with: Cosmic insanity, Golden fists

KEYWORDS: Monster, Character, Epic Hero, Fly, C'tan Shard of the Deceiver
FACTION KEYWORDS: Necrons

C'TAN SHARD OF THE DECEIVER

330 PTS

M	T	Sv	W	LD	OC
8"	11	3+	16	6+	4

INVULNERABLE SAVE 4+

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Monster, Character, Epic Hero, Fly, C'tan Shard of the Deceiver
FACTION KEYWORDS: Necrons

C'TAN SHARD OF THE NIGHTBRINGER

360 PTS

M	T	Sv	W	LD	OC
10"	11	3+	16	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gaze of death	18"	D3	2+	12	-3	D6+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Scythe of the Nightbringer - strike DEVASTATING WOUNDS	Melee	6	2+	14	-4	D6+2
➤ Scythe of the Nightbringer - sweep	Melee	14	2+	8	-2	2

ABILITIES

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".

Drain Life
At the end of the Fight phase, roll one D6 for each enemy unit within 6" of this model: on a 4+, that enemy unit suffers D3 mortal wounds.

Enslaved Star God
This model cannot be your WARLORD.

Necrodermis
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

Quantum Goad
This model is eligible to declare a charge in a turn in which it Advanced.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x C'tan Shard of the Nightbringer (90mm)

Equipped with: Gaze of death, ➤ Scythe of the Nightbringer - strike, ➤ Scythe of the Nightbringer - sweep

KEYWORDS: Monster, Character, Epic Hero, Fly, C'tan Shard of the Nightbringer
FACTION KEYWORDS: Necrons

C'TAN SHARD OF THE NIGHTBRINGER

360 PTS

M	T	Sv	W	LD	OC
10"	11	3+	16	6+	4

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Character, Epic Hero, Fly, C'tan Shard of the Nightbringer
FACTION KEYWORDS: Necrons

C'TAN SHARD OF THE VOID DRAGON

345 PTS

M	T	Sv	W	LD	OC
10"	11	3+	16	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Spear of the Void Dragon ANTI-VEHICLE 2+	12"	D3	2+	8	-3	D6+2
Voltaic storm BLAST SUSTAINED HITS 2	18"	D6+3	2+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Canoptek tail blades EXTRA ATTACKS	Melee	6	2+	6	-1	1
➤ Spear of the Void Dragon - strike ANTI-VEHICLE 2+	Melee	5	2+	12	-4	D6+2
➤ Spear of the Void Dragon - sweep	Melee	10	2+	8	-1	2

ABILITIES

Animus Damper
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.

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".

Enslaved Star God
This model cannot be your WARLORD.

Matter Absorption
At the start of your Shooting phase, select one enemy VEHICLE unit within 12" of this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and this model regains up to that many lost wounds.

Necrodermis
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

AUFSTELLUNG

1x C'tan Shard of the Void Dragon (80mm)

Equipped with: Spear of the Void Dragon, Voltaic storm, Canoptek tail blades, ➤ Spear of the Void Dragon - strike, ➤ Spear of the Void Dragon - sweep

KEYWORDS: Monster, Character, Epic Hero, Fly, C'tan Shard of the Void Dragon
FACTION KEYWORDS: Necrons

C'TAN SHARD OF THE VOID DRAGON

345 PTS

M	T	Sv	W	LD	OC
10"	11	3+	16	6+	4

INVULNERABLE SAVE 4+

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Character, Epic Hero, Fly, C'tan Shard of the Void Dragon
FACTION KEYWORDS: Necrons

CANOPTEK ACANTHRITES [LEGENDS]

85–170 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	8+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cutting beam MELTA 2	12"	1	4+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Voidblade	Melee	3	4+	5	-2	1

ABILITIES

Damaged Armour
In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly NECRONS model makes an attack that targets that unit, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

AUFSTELLUNG

3-6x Canoptek Acanthrite

Equipped with: Cutting beam, Voidblade

KEYWORDS: Beast, Fly, Canoptek, Acanthrites
FACTION KEYWORDS: Necrons

CANOPTEK DOOMSTALKER 140 PTS

M	T	Sv	W	LD	OC
8"	8	3+	12	8+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Doomsday blaster BLAST HEAVY	48"	D6+1	4+	14	-3	3
Twin gauss flayer LETHAL HITS RAPID FIRE 1 TWIN-LINKED	24"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Doomstalker limbs	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Sentinel Construct
Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Canoptek Doomstalker (90mm)

Equipped with: Doomsday blaster, Twin gauss flayer, Doomstalker limbs

KEYWORDS: Vehicle, Walker, Canoptek, Doomstalker
FACTION KEYWORDS: Necrons

CANOPTEK DOOMSTALKER 140 PTS

M	T	Sv	W	LD	OC
8"	8	3+	12	8+	4

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Canoptek, Doomstalker
FACTION KEYWORDS: Necrons

CANOPTEK MACROCYTES

70 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Atomiser beam	12"	1	4+	6	-1	1
Gauss scalpel LETHAL HITS	18"	1	4+	4	-1	1
Tesla caster ASSAULT SUSTAINED HITS 1	18"	1	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claws	Melee	2	4+	4	-1	1

ABILITIES

Accelerator Mandible
At the start of the Fight phase, select one friendly Canoptek unit within 3" of the bearer's unit. Until the end of the phase, improve the Weapon Skill characteristic of weapons equipped by models in that unit by 1.

Harassment Swarm (Aura)
While an enemy unit (excluding Monsters and Vehicles) is within 3" of this unit, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Nanoscarab Projector
Once per battle round, when a friendly Necrons unit within 3" of the bearer activates its Reanimation Protocols, the bearer can use this ability. If it does, that unit reanimates 1 additional wound.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

5x Canoptek Macrocyte w/ atomiser beam oder Canoptek Macrocyte w/ tesla caster oder Canoptek Macrocyte w/ accelerator mandible oder Canoptek Macrocyte w/ gauss scalpel (28.5mm)

Equipped with: Atomiser beam, Gauss scalpel, Tesla caster, Claws

KEYWORDS: Beast, Fly, Canoptek, Macrocytes
FACTION KEYWORDS: Necrons

CANOPTEK MACROCYTES 70 PTS

M	T	Sv	W	LD	OC
8"	3	4+	1	8+	1

CORE RULES

Scouts 8"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Beast, Fly, Canoptek, Macrocytes
FACTION KEYWORDS: Necrons

CANOPTEK REANIMATOR

75 PTS

M	T	Sv	W	LD	OC
8"	6	3+	6	8+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Atomiser beam	12"	3	4+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Reanimator's claws	Melee	4	4+	5	0	1

ABILITIES

Nanoscarab Reanimation Beam (Aura)
While a friendly NECRONS unit is within 3" of this model, each time that unit's Reanimation Protocols activate, that unit heals an additional D3 wounds.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

1x Canoptek Reanimator (60mm)

Equipped with: Atomiser beam, Reanimator's claws

KEYWORDS: Vehicle, Walker, Canoptek, Reanimator
FACTION KEYWORDS: Necrons

CANOPTEK SCARAB SWARMS

40–80 PTS

M	T	Sv	W	LD	OC
10"	2	6+	4	8+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Feeder mandibles LETHAL HITS	Melee	6	5+	2	0	1

ABILITIES

Chittering Swarm
While an enemy unit is within Engagement Range of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1). While this unit is within 6" of one or more friendly CRYPTEK models, the Objective Control characteristic of models in this unit is 1.

Self-destruction
At the start of the Fight phase, if this unit is within Engagement Range of one or more enemy units, you can select one model in this unit to destroy. If you do, select one enemy unit within Engagement Range of that model and roll one D6, adding 1 to the result if that unit is a VEHICLE. On a 2-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers 3 mortal wounds.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

3-6x Canoptek Scarab Swarm (40mm)

Equipped with: Feeder mandibles

KEYWORDS: Swarm, Fly, Canoptek, Scarab Swarms
FACTION KEYWORDS: Necrons

CANOPTEK SPYDERS

65–110 PTS

CANOPTEK SPYDER

M	T	Sv	W	LD	OC
5"	7	3+	6	8+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Particle beamer BLAST DEVASTATING WOUNDS	18"	D6	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Automaton claws	Melee	5	4+	8	-2	2

ABILITIES

Canoptek Swarm
In your Command phase, select one friendly CANOPTEK SCARAB SWARM unit within 6" of this unit. One destroyed model is returned to that CANOPTEK SCARAB SWARM unit for each SPYDER model in this unit.

Fabricator Claw Array (Aura)
While a friendly NECRONS VEHICLE unit is within 6" of the bearer, models in that unit have the Feel No Pain 6+ ability.

Gloom Prism (Aura)
While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1-2x Canoptek Spyder - Equipped with: Automaton claws, Particle beamer (60mm)

KEYWORDS: Vehicle, Fly, Canoptek, Spyders
FACTION KEYWORDS: Necrons

CANOPTEK SPYDERS

65–110 PTS

CANOPTEK SPYDER

M	T	Sv	W	LD	OC
5"	7	3+	6	8+	2

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Fly, Canoptek, Spyders
FACTION KEYWORDS: Necrons

CANOPTEK TOMB CRAWLERS

50 PTS

M	T	Sv	W	LD	OC
5"	4	3+	3	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dimensional isolator	12"	2	4+	4	-2	2
Twin gauss reaper LETHAL HITS TWIN-LINKED	12"	2	4+	4	-1	1
Twin gauss reaper LETHAL HITS TWIN-LINKED	12"	2	4+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Claws	Melee	4	4+	6	-1	1
Claws	Melee	4	4+	6	-1	1

ABILITIES

Canoptek Retinue
At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a Cryptek model (a unit cannot have more than one Tomb Crawlers unit joined to it and cannot have both a Tomb Crawlers and a Cryptothralls unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

Weapon Sentinels
Each time a model in this unit makes a ranged attack that targets a unit within 12", you can ignore any or all modifiers to the following: that attack's Ballistic Skill characteristic; the Hit roll; the Wound roll.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

2x Tomb Crawler w/ twin gauss reaper oder Tomb Crawler w/ twin gauss reaper (50mm)

Equipped with: Dimensional isolator, Twin gauss reaper, Claws

Wargear Options:
- Each Tomb Crawler w/ twin gauss reaper can replace its Twin gauss reaper with Dimensional isolator.

KEYWORDS: Beast, Canoptek, Tomb Crawlers, Canoptek Retinue
FACTION KEYWORDS: Necrons

CANOPTEK TOMB SENTINEL [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
10"	9	3+	9	8+	3

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Canoptek Tomb Sentinel [Legends]

Equipped with: Exile cannon, Tomb Sentinel claws

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Exile cannon BLAST	18"	D6+1	4+	10	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tomb Sentinel claws	Melee	6	4+	6	0	1

ABILITIES

Aggressor Guardian
Each time an attack targets this model, if this model is within range of an objective marker, worsen the Armour Penetration characteristic of that attack by 1. In addition, each time this model makes an attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.

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".

Gloom Prism (Aura)
While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Canoptek, Tomb Sentinel
FACTION KEYWORDS: Necrons

CANOPTEK TOMB STALKER [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
10"	9	3+	9	8+	3

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Canoptek Tomb Stalker [Legends]

Equipped with: Gauss slicers, Tomb Stalker claws

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss slicers LETHAL HITS	24"	8	4+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tomb Stalker claws SUSTAINED HITS 1	Melee	6	4+	6	-1	2

ABILITIES

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".

Gloom Prism (Aura)

While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

Snaking Ambush

You can target this unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already used that Stratagem on a different unit this phase.

WEAPON ABILITIES

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

KEYWORDS: Monster, Canoptek, Tomb Stalker
FACTION KEYWORDS: Necrons

CANOPTEK TOMB STALKER [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
10"	9	3+	9	8+	3

INVULNERABLE SAVE 4+

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Monster, Canoptek, Tomb Stalker
FACTION KEYWORDS: Necrons

CANOPTEK WRAITHS

95–220 PTS

M	T	Sv	W	LD	OC
10"	6	3+	4	8+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Particle caster DEVASTATING WOUNDS PISTOL	12"	3	4+	5	0	1
Transdimensional beamer	12"	1	4+	4	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Vicious claws	Melee	4	4+	6	-1	2
Whip coils	Melee	8	4+	5	0	1

ABILITIES

Wraith Form
Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

3-6x Wraith w/ claws and beamer oder Wraith w/ claws and particle caster oder Wraith w/ claws oder Wraith w/ coils oder Wraith w/ coils and beamer oder Wraith w/ coils and particle caster (50mm)

Equipped with: Particle caster, Transdimensional beamer, Vicious claws, Whip coils

KEYWORDS: Beast, Fly, Canoptek, Wraiths
FACTION KEYWORDS: Necrons

CATACOMB COMMAND BARGE

120 PTS

M	T	Sv	W	LD	OC
10"	8	3+	9	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss cannon LETHAL HITS	24"	3	3+	5	-2	2
Staff of light	18"	3	2+	5	-2	1
Tesla cannon SUSTAINED HITS 2	24"	4	3+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Overlord's blade DEVASTATING WOUNDS	Melee	4	2+	8	-3	2
Staff of light	Melee	4	3+	5	-2	1

ABILITIES

Advanced Quantum Shielding
Each time an attack targets this model, if the Strength characteristic of that attack is greater than this model's Toughness characteristic, subtract 1 from the Wound roll.

Carrier Wave (Aura)
While a friendly NECRONS unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

Resurrection orb
(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, select up to one friendly NECRONS INFANTRY/NECRONS MOUNTED unit within 6" of this unit. That unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Catacomb Command Barge (Large Flying Base)

Equipped with: Gauss cannon, Staff of light, Tesla cannon, Overlord's blade

Wargear Options:
- This model can replace its Gauss cannon with Tesla cannon.
- This model can replace its Staff of light with Overlord's blade.

KEYWORDS: Vehicle, Character, Fly, Catacomb Command Barge, Frame, Noble
FACTION KEYWORDS: Necrons

CATACOMB COMMAND BARGE

120 PTS

M	T	Sv	W	LD	OC
10"	8	3+	9	6+	3

INVULNERABLE SAVE 4+

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Character, Fly, Catacomb Command Barge, Frame, Noble
FACTION KEYWORDS: Necrons

CHRONOMANCER

70 PTS

M	T	Sv	W	LD	OC
5"	4	4+	4	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Chronomancer's stave BLAST	18"	D6	4+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chronomancer's stave	Melee	3	4+	5	-1	1

ABILITIES

CORE - Support

Chronometron
In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 5". If it does, until the end of the turn, that unit is not eligible to declare a charge.

Timesplinter Mantle
- This unit has Stealth.

- Melee attacks that target this unit have -1 to hit rolls.

Leader
This model can be attached to the following units:

- IMMORTALS
- NECRON WARRIORS

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Chronomancer (40mm)

Equipped with: Chronomancer's stave

KEYWORDS: Infantry, Character, Cryptek, Chronomancer, Support
FACTION KEYWORDS: Necrons

CONVERGENCE OF DOMINION

CONVERGENCE OF DOMINION STARSTELE

M	T	Sv	W	LD	OC
-	9	3+	7	8+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Transdimensional abductor	18"	3	4+	6	-2	3

ABILITIES

Ancient Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Deployment
When this unit is first set up on the battlefield, its models do not have to be set up in Unit Coherency. Instead, each model must be set up wholly within 12" of one other model from its unit. From that point on, each model in this unit is treated as a separate unit.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Reanimation Nodes (Aura)
While a friendly NECRONS INFANTRY unit is within 6” of this FORTIFICATION, models in that unit have the Feel No Pain 6+ ability.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit’s Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1-3x Convergence of Dominion Starstele - Equipped with: Transdimensional abductor (Hull)

KEYWORDS: Fortification, Vehicle, Convergence of Dominion, Frame
FACTION KEYWORDS: Necrons

CRYPTOTHRALLS

60 PTS

CRYPTOTHRALL

M	T	Sv	W	LD	OC
5"	4	3+	3	8+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scouring eye	6"	2	4+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Scythed limbs	Melee	4	4+	5	-1	1

ABILITIES

Bound Creation
While this unit is in the same unit as a CRYPTEK model, that CRYPTEK model has the Feel No Pain 4+ ability.

Cryptek Retinue
At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a CRYPTEK model (a unit cannot have more than one CRYPTOTHRALLS unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

Systematic Vigour
Each time a CRYPTOTHRALL model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and it is then removed from play.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

2x Cryptothrall - Equipped with: Scouring eye, Scythed limbs (32mm)

KEYWORDS: Infantry, Cryptothralls, Canoptek Retinue
FACTION KEYWORDS: Necrons

DEATHMARKS

60–120 PTS

M	T	Sv	W	LD	OC
5"	5	3+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Synaptic disintegrator HEAVY PRECISION	36"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

Hyperspace Hunters
Once per turn, in the Reinforcements step of your opponent's Movement phase, when an enemy unit is set up on the battlefield from Reserves within 18" of and visible to this unit, this unit can shoot as if it were your Shooting phase, but must only target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

5-10x Deathmark (32mm)

Equipped with: Synaptic disintegrator, Close combat weapon

KEYWORDS: Infantry, Deathmarks
FACTION KEYWORDS: Necrons

DOOM SCYTHE

200 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy death ray SUSTAINED HITS D3	36"	3	3+	16	-4	D6+1
Twin tesla destructor SUSTAINED HITS 2 TWIN-LINKED	36"	6	3+	8	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

Atavistic Instigation
Each time this model targets an enemy unit with its heavy death ray, your opponent must declare if that unit will stand firm or duck for cover:

- If it stands firm, when resolving attacks against that unit this phase, a successful unmodified Hit roll of 5+ scores a Critical Hit.
- If it ducks for cover, until the start of your next Shooting phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Doom Scythe (120x92mm Oval Base)

Equipped with: Heavy death ray, Twin tesla destructor, Armoured bulk

KEYWORDS: Vehicle, Aircraft, Fly, Doom Scythe
FACTION KEYWORDS: Necrons

DOOMSDAY ARK

210 PTS

M	T	Sv	W	LD	OC
10"	9	3+	14	7+	5

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Doomsday cannon BLAST HEAVY	72"	D6+1	3+	18	-4	4
Gauss flayer array LETHAL HITS RAPID FIRE 5	24"	5	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Overwhelming Obliteration
In your Movement phase, if this model Remains Stationary, until the end of the turn, its doomsday cannon has the [DEVASTATING WOUNDS] ability.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Doomsday Ark (Large Flying Base)

Equipped with: Doomsday cannon, Gauss flayer array, Armoured bulk

KEYWORDS: Vehicle, Fly, Doomsday Ark, Frame
FACTION KEYWORDS: Necrons

DOOMSDAY ARK

210 PTS

M	T	Sv	W	LD	OC
10"	9	3+	14	7+	5

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Fly, Doomsday Ark, Frame
FACTION KEYWORDS: Necrons

DYNASTIC CONQUEROR [CRUCIBLE]

85 PTS

M	T	Sv	W	LD	OC
5"	5	3+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Abyssal lance	18"	1	4+	6	-3	3
Chronomancer's stave BLAST	18"	D6	4+	5	-1	1
Enmitic annihilator RAPID FIRE 2	18"	2	2+	6	-1	1
Enmitic exterminator HEAVY RAPID FIRE 6 SUSTAINED HITS 1	36"	6	2+	6	-1	1
Gauss cannon LETHAL HITS	24"	3	2+	5	-2	2
Gauss destructor HEAVY LETHAL HITS	48"	1	2+	14	-4	6
Heavy gauss cannon array LETHAL HITS	24"	6	2+	8	-2	2
Particle caster DEVASTATING WOUNDS PISTOL	12"	3	2+	5	0	1
Particle shredder BLAST DEVASTATING WOUNDS	18"	D6+6	2+	7	0	1
Plasmic lance	18"	3	4+	7	-3	2
Relic gauss blaster LETHAL HITS RAPID FIRE 2	24"	2	2+	5	-1	2
Rod of covenant	12"	1	2+	5	-2	2
Staff of light	18"	3	2+	5	-2	1
Tachyon arrow ONE SHOT	72"	1	2+	16	-5	D6+2
➤ Heat ray - dispersed IGNORES COVER TORRENT	12"	2D6	N/A	5	-1	1
➤ Heat ray - focused MELTA 4	18"	2	2+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Abyssal lance	Melee	1	4+	6	-3	3
Chronomancer's stave	Melee	3	4+	5	-1	1
Close combat weapon	Melee	4	3+	5	0	1
Flayer claws SUSTAINED HITS 1 TWIN-LINKED	Melee	4	3+	4	-1	1
Flensing claw	Melee	8	2+	6	-1	1
Hyperphase harvester	Melee	4	2+	10	-3	3

AUFSTELLUNG

1x Dynastic Conqueror [Crucible]

Equipped with: Abyssal lance, Chronomancer's stave, Enmitic annihilator, Enmitic exterminator, Gauss cannon, Gauss destructor, Heavy gauss cannon array, Particle caster, Particle shredder, Plasmic lance, Relic gauss blaster, Rod of covenant, Staff of light, Tachyon arrow, ➤ Heat ray - dispersed, ➤ Heat ray - focused, Close combat weapon, Flayer claws, Flensing claw, Hyperphase harvester, Hyperphase sw[illegible] Lord's blade, Ophydian hyp[illegible] weapons, Skorpekh hyp[illegible] weapons, Stalker's forel[illegible] oidblade, Voidscythe, Wa[illegible]ne

[illegible]ar Options:
[illegible]el can be equi[illegible]
[illegible]al ja[illegible]

KEYWORDS: Character, Infantry, Noble, Dynastic Conqueror, Crucible
FACTION KEYWORDS: Necrons

DYNASTIC CONQUEROR [CRUCIBLE]

85 PTS

M	T	Sv	W	LD	OC
5"	5	3+	6	6+	1

INVULNERABLE SAVE 4+

Hyperphase sword	Melee	3	3+	6	-2	1
Lord's blade **DEVASTATING WOUNDS**	Melee	4	2+	8	-3	2
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2
Plasmic lance	Melee	2	4+	7	-3	2
Rod of covenant	Melee	3	3+	5	-2	2
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2
Staff of light	Melee	4	2+	5	-2	1
Stalker's forelimbs	Melee	4	3+	7	-1	3
Voidblade	Melee	4	3+	5	-2	1
Voidscythe **DEVASTATING WOUNDS**	Melee	3	3+	12	-3	3
Warscythe **DEVASTATING WOUNDS**	Melee	2	3+	8	-3	2

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Adaptive Strategy
This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Engrammatic Logic
Once per battle, at the start of any phase, you can select one friendly Necrons unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Harbinger of Despair
Once per battle round, at the start of a phase during your turn, you can select one enemy unit within 18" of this model. That unit must make a Battle-shock test, subtracting 1 from the test when it does so.

Harbinger of Destruction
Each time a model in this unit makes a ranged attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Implacable Resistance
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

Living Lightning
In your Shooting phase, select one enemy unit within 18" of and visible to this model and roll 4 D6: for each 4+, that enemy unit suffers 1 mortal wound.

My Will Be Done
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if you have already targeted a different unit with that Stratagem this phase.

Timesplinter Mantle
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

United in Destruction
While this model is leading a unit, melee weapons equipped by models in that unit have the [**Lethal Hits**] ability.

Leader
This model can be attached to the following units: Ophydian Destroyers

WEAPON ABILITIES

KEYWORDS: Character, Infantry, Noble, Dynastic Conqueror, Crucible
FACTION KEYWORDS: Necrons

DYNASTIC CONQUEROR [CRUCIBLE]

85 PTS

M	T	Sv	W	LD	OC
5"	5	3+	6	6+	1

INVULNERABLE SAVE 4+

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

KEYWORDS: Character, Infantry, Noble, Dynastic Conqueror, Crucible
FACTION KEYWORDS: Necrons

DYNASTIC CONQUEROR [CRUCIBLE]

85 PTS

M	T	Sv	W	LD	OC
5"	5	3+	6	6+	1

INVULNERABLE SAVE 4+

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Character, Infantry, Noble, Dynastic Conqueror, Crucible
FACTION KEYWORDS: Necrons

FLAYED ONES

55–100 PTS

M	T	Sv	W	LD	OC
5"	4	4+	1	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flayer claws SUSTAINED HITS 1 TWIN-LINKED	Melee	4	3+	4	-1	1

ABILITIES

Flesh Hunger
Each time a model in this unit makes a melee attack, if the target of that attack is Below Half-strength, a successful Hit roll scores a Critical Hit.

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

AUFSTELLUNG

5-10x Flayed One (28.5mm)

Equipped with: Flayer claws

KEYWORDS: Infantry, Flayed Ones
FACTION KEYWORDS: Necrons

GAUSS PYLON [LEGENDS] 210 PTS

M	T	Sv	W	LD	OC
-	12	3+	22	7+	0

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss annihilator ANTI-FLY 2+ LETHAL HITS	120"	1	4+	16	-4	D6+6
Tesla arc SUSTAINED HITS 2	6"	6	4+	4	0	1

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Phase Shift Generator (Aura)
While a friendly NECRONS unit is within 3" of this Fortification, models in that unit have a 5+ invulnerable save against ranged attacks.

Phase-shifted Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Gauss Pylon [Legends]

Equipped with: Gauss annihilator, Tesla arc

KEYWORDS: Fortification, Vehicle, Towering, Titanic, Gauss Pylon
FACTION KEYWORDS: Necrons

GAUSS PYLON [LEGENDS] 210 PTS

M	T	Sv	W	LD	OC
-	12	3+	22	7+	0

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Fortification, Vehicle, Towering, Titanic, Gauss Pylon
FACTION KEYWORDS: Necrons

GEOMANCER

75 PTS

M	T	Sv	W	LD	OC
8"	4	4+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Tremorglaive - reverberating beam MELTA 2	18"	2	4+	8	-2	2
➤ Tremorglaive - shock wave pulse IGNORES COVER TORRENT	18"	D6+2	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tremorglaive	Melee	2	4+	8	-2	2

ABILITIES

CORE - Support

Obelisk Node Control
While this model is within range of an objective marker you control, enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.

Tectonic Reverberations
In your Movement phase, you can select one enemy unit within 18" of and visible to this model. Until the start of your next Movement phase that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it.

Vanguard Protocols
If this model is attached to a Canoptek Macrocytes unit during the Declare Battle Formations step, this model has the Scouts 8" ability.

Leader
This model can be attached to the following units: Canoptek Macrocytes, Immortals, Necron Warriors.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Geomancer (50mm)

Equipped with: ➤ Tremorglaive - reverberating beam, ➤ Tremorglaive - shock wave pulse, Tremorglaive

KEYWORDS: Infantry, Character, Cryptek, Geomancer, Support
FACTION KEYWORDS: Necrons

GEOMANCER

75 PTS

M	T	Sv	W	LD	OC
8"	4	4+	4	6+	1

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Cryptek, Geomancer, Support
FACTION KEYWORDS: Necrons

GHOST ARK

100 PTS

M	T	Sv	W	LD	OC
10"	9	3+	14	7+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss flayer array LETHAL HITS RAPID FIRE 5	24"	5	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

Repair Barge
Once per turn, just after an enemy unit finishes making its attacks, if one or more friendly NECRON WARRIORS units within 3" of this model lost one or more wounds as a result of those attacks, this model can use this ability. If it does, select one of those NECRON WARRIORS units; that unit's Reanimation Protocols activate. The same NECRON WARRIORS unit cannot be selected for this ability more than once per turn.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Ghost Ark (Large Flying Base)

Equipped with: Gauss flayer array, Armoured bulk

KEYWORDS: Vehicle, Fly, Transport, Dedicated Transport, Ghost Ark, Frame
FACTION KEYWORDS: Necrons

GHOST ARK

100 PTS

M	T	Sv	W	LD	OC
10"	9	3+	14	7+	3

INVULNERABLE SAVE 4+

TRANSPORT

Ghost Ark
This model has a transport capacity of 10 NECRON WARRIOR models and 1 NECRONS INFANTRY CHARACTER model.

KEYWORDS: Vehicle, Fly, Transport, Dedicated Transport, Ghost Ark, Frame
FACTION KEYWORDS: Necrons

HEXMARK DESTROYER

75 PTS

M	T	Sv	W	LD	OC
8"	5	3+	5	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Enmitic disintegrator pistols IGNORES COVER PISTOL	18"	6	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

Inescapable Death
Once per turn, one unit from your army with this ability can be targeted with the Fire Overwatch Stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase. In addition, each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 2+.

Multi-threat Eliminator
Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attack that targets a friendly NECRONS unit within 3" of a model with this ability, after that enemy has shot, one model with this ability that is within 3" of that target can shoot as if it were your Shooting phase, but must target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

WEAPON ABILITIES

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Hexmark Destroyer (50mm)

Equipped with: Enmitic disintegrator pistols, Close combat weapon

KEYWORDS: Infantry, Character, Destroyer Cult, Hexmark Destroyer
FACTION KEYWORDS: Necrons

HEXMARK DESTROYER

75 PTS

M	T	Sv	W	LD	OC
8"	5	3+	5	6+	1

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

KEYWORDS: Infantry, Character, Destroyer Cult, Hexmark Destroyer
FACTION KEYWORDS: Necrons

HYPERSCIENTIST [CRUCIBLE]

85 PTS

M	T	Sv	W	LD	OC
5"	4	4+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Abyssal lance	18"	1	4+	6	-3	3
Chronomancer's stave BLAST	18"	D6	4+	5	-1	1
Enmitic annihilator RAPID FIRE 2	18"	2	2+	6	-1	1
Enmitic exterminator HEAVY RAPID FIRE 6 SUSTAINED HITS 1	36"	6	2+	6	-1	1
Gauss cannon LETHAL HITS	24"	3	2+	5	-2	2
Gauss destructor HEAVY LETHAL HITS	48"	1	2+	14	-4	6
Heavy gauss cannon array LETHAL HITS	24"	6	2+	8	-2	2
Particle caster DEVASTATING WOUNDS PISTOL	12"	3	2+	5	0	1
Particle shredder BLAST DEVASTATING WOUNDS	18"	D6+6	2+	7	0	1
Plasmic lance	18"	3	4+	7	-3	2
Relic gauss blaster LETHAL HITS RAPID FIRE 2	24"	2	2+	5	-1	2
Rod of covenant	12"	1	2+	5	-2	2
Staff of light	18"	3	2+	5	-2	1
Tachyon arrow ONE SHOT	72"	1	2+	16	-5	D6+2
➤ Heat ray - dispersed IGNORES COVER TORRENT	12"	2D6	N/A	5	-1	1
➤ Heat ray - focused MELTA 4	18"	2	2+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Abyssal lance	Melee	1	4+	6	-3	3
Chronomancer's stave	Melee	3	4+	5	-1	1
Close combat weapon	Melee	4	3+	5	0	1
Flayer claws SUSTAINED HITS 1 TWIN-LINKED	Melee	4	3+	4	-1	1
Flensing claw	Melee	8	2+	6	-1	1
Hyperphase harvester	Melee	4	2+	10	-3	3

AUFSTELLUNG

1x Hyperscientist [Crucible]

Equipped with: Abyssal lance, Chronomancer's stave, Enmitic annihilator, Enmitic exterminator, Gauss cannon, Gauss destructor, Heavy gauss cannon array, Particle caster, Particle shredder, Plasmic lance, Relic gauss blaster, Rod of covenant, Staff of light, Tachyon arrow, ➤ Heat ray - dispersed, ➤ Heat ray - focused, Close combat weapon, Flayer claws, Flensing claw, Hyperphase harvester, Hyperphase sw[illegible]Lord's blade, Ophydian hyp[illegible] weapons, Skorpekh hype[illegible] weapons, Stalker's forel[illegible]oidblade, Voidscythe, Wa[illegible]he

[illegible]ar Options:
[illegible]el can be equi[illegible]

KEYWORDS: Character, Infantry, Crucible, Hyperscientist, Cryptek
FACTION KEYWORDS: Necrons

HYPERSCIENTIST [CRUCIBLE]

85 PTS

M	T	Sv	W	LD	OC
5"	4	4+	4	6+	1

Hyperphase sword	Melee	3	3+	6	-2	1
Lord's blade **DEVASTATING WOUNDS**	Melee	4	2+	8	-3	2
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2
Plasmic lance	Melee	2	4+	7	-3	2
Rod of covenant	Melee	3	3+	5	-2	2
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2
Staff of light	Melee	4	2+	5	-2	1
Stalker's forelimbs	Melee	4	3+	7	-1	3
Voidblade	Melee	4	3+	5	-2	1
Voidscythe **DEVASTATING WOUNDS**	Melee	3	3+	12	-3	3
Warscythe **DEVASTATING WOUNDS**	Melee	2	3+	8	-3	2

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Adaptive Strategy
This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Engrammatic Logic
Once per battle, at the start of any phase, you can select one friendly Necrons unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Harbinger of Despair
Once per battle round, at the start of a phase during your turn, you can select one enemy unit within 18" of this model. That unit must make a Battle-shock test, subtracting 1 from the test when it does so.

Harbinger of Destruction
Each time a model in this unit makes a ranged attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Living Lightning
In your Shooting phase, select one enemy unit within 18" of and visible to this model and roll 4 D6: for each 4+, that enemy unit suffers 1 mortal wound.

My Will Be Done
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if you have already targeted a different unit with that Stratagem this phase.

Timesplinter Mantle
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

United in Destruction
While this model is leading a unit, melee weapons equipped by models in that unit have the [**Lethal Hits**] ability.

Leader
This model can be attached to the following units: Ophydian Destroyers

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

KEYWORDS: Character, Infantry, Crucible, Hyperscientist, Cryptek
FACTION KEYWORDS: Necrons

HYPERSCIENTIST [CRUCIBLE]

85 PTS

M	T	Sv	W	LD	OC
5"	4	4+	4	6+	1

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Character, Infantry, Crucible, Hyperscientist, Cryptek
FACTION KEYWORDS: Necrons

HYPERSCIENTIST [CRUCIBLE]

85 PTS

M	T	Sv	W	LD	OC
5"	4	4+	4	6+	1

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Character, Infantry, Crucible, Hyperscientist, Cryptek
FACTION KEYWORDS: Necrons

ILLUMINOR SZERAS

175 PTS

M	T	Sv	W	LD	OC
8"	8	2+	9	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Eldritch lance	36"	3	3+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Eldritch lance	Melee	4	3+	9	-3	3
Impaling legs EXTRA ATTACKS	Melee	4	3+	6	-1	1

ABILITIES

Atomic Energy Manipulator
At the end of the Fight phase, if this model destroyed one or more models this phase, until the end of the battle, add 3" to the range of its Mechanical Augmentation ability (to a maximum of 12").

Illuminor
While this model is within 3" of one or more other friendly NECRONS units, this model has the Lone Operative ability.

Mechanical Augmentation (Aura)
While a friendly NECRONS BATTLELINE unit is within 3" of this model, each time a model in that unit makes an attack, improve the Armour Penetration characteristic of that attack by 1, and each time an attack targets that unit, worsen the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

1x Illuminor Szeras (80mm)

Equipped with: Eldritch lance, Impaling legs

KEYWORDS: Infantry, Character, Epic Hero, Cryptek, Illuminor Szeras
FACTION KEYWORDS: Necrons

IMMORTALS

70–140 PTS

M	T	Sv	W	LD	OC
5"	5	3+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss blaster LETHAL HITS	24"	2	3+	5	-1	1
Tesla carbine ASSAULT SUSTAINED HITS 2	24"	2	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

Implacable Eradication
Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

AUFSTELLUNG

5-10x Immortal (32mm)

Equipped with: Gauss blaster, Tesla carbine, Close combat weapon

Wargear Options:
- Each Immortal can replace its Gauss blaster with Tesla carbine.

KEYWORDS: Infantry, Battleline, Immortals
FACTION KEYWORDS: Necrons

IMOTEKH THE STORMLORD 100 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauntlet of Fire IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Staff of the Destroyer	18"	3	2+	6	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of the Destroyer DEVASTATING WOUNDS	Melee	4	2+	6	-3	2

ABILITIES

CORE - Leader

Grand Strategist
At the start of your Command phase, if this model is on the battlefield, you gain 1CP.

Lord of the Storm
Once per battle, at the end of your Command phase, this model can use this ability. If it does, roll one D6 for each enemy unit within 12" of this model: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Leader
This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Imotekh the Stormlord (40mm)

Equipped with: Gauntlet of Fire, Staff of the Destroyer

KEYWORDS: Infantry, Character, Epic Hero, Noble, Imotekh the Stormlord, Leader
FACTION KEYWORDS: Necrons

IMOTEKH THE STORMLORD 100 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Noble, Imotekh the Stormlord, Leader
FACTION KEYWORDS: Necrons

LOKHUST DESTROYERS 40–170 PTS

M	T	Sv	W	LD	OC
8"	6	3+	3	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss cannon LETHAL HITS	24"	3	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

Hard-wired for Destruction
Each time a model in this unit makes a ranged attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker your opponent controls, you can re-roll the Hit roll instead.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

1-6x Lokhust Destroyer (Large Flying Base)

Equipped with: Gauss cannon, Close combat weapon

KEYWORDS: Mounted, Fly, Destroyer Cult, Lokhust Destroyers
FACTION KEYWORDS: Necrons

LOKHUST HEAVY DESTROYERS

50 PTS

M	T	Sv	W	LD	OC
8"	6	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Enmitic exterminator HEAVY RAPID FIRE 6 SUSTAINED HITS 1	36"	6	3+	6	-1	1
Gauss destructor HEAVY LETHAL HITS	48"	1	3+	14	-4	6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

Optimised for Slaughter
Each time a model in this unit makes an attack with an enmitic exterminator that targets a unit (excluding MONSTERS and VEHICLES), re-roll a Wound roll of 1. Each time a model in this unit makes an attack with a gauss destructor against a MONSTER or VEHICLE unit, re-roll a Wound roll of 1.

WEAPON ABILITIES

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1-3x Destroyer w/ enmitic exterminator oder Destroyer w/ gauss destructor (60mm)

Equipped with: Enmitic exterminator, Gauss destructor, Close combat weapon

KEYWORDS: Mounted, Fly, Destroyer Cult, Lokhust Heavy Destroyers
FACTION KEYWORDS: Necrons

LOKHUST HEAVY DESTROYERS

50 PTS

M	T	Sv	W	LD	OC
8"	6	3+	4	7+	2

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Mounted, Fly, Destroyer Cult, Lokhust Heavy Destroyers
FACTION KEYWORDS: Necrons

LOKHUST LORD

70 PTS

M	T	Sv	W	LD	OC
8"	6	3+	6	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	2+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lord's blade DEVASTATING WOUNDS	Melee	4	2+	8	-3	2
Staff of light	Melee	4	2+	5	-2	1

ABILITIES

CORE - Leader

Destroyer Cult
While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodifed Hit roll of 5+ scores a Critical Hit.

Driven by Hatred
Each time this model makes an attack that targets an enemy unit that is Below Half-strength, you can re-roll the Hit roll and you can re-roll the Wound roll.

Nanoscarab amulet
The bearer has the Feel No Pain 5+ ability.

Resurrection orb
(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, this unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

Leader
This model can be attached to the following units:

- LOKHUST DESTROYERS
- LOKHUST HEAVY DESTROYERS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Lokhust Lord (Large Flying Base)

Equipped with: Staff of light, Lord's blade

Wargear Options:
- This model can replace its Staff of light with Lord's blade.
- This model can be equipped with one of: Nanoscarab amulet, Resurrection orb.

KEYWORDS: Mounted, Character, Fly, Destroyer Cult, Lokhust Lord, Leader
FACTION KEYWORDS: Necrons

LOKHUST LORD

70 PTS

M	T	Sv	W	LD	OC
8"	6	3+	6	6+	2

INVULNERABLE SAVE 4+

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Mounted, Character, Fly, Destroyer Cult, Lokhust Lord, Leader
FACTION KEYWORDS: Necrons

LORD [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
5"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	3+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Lord's blade DEVASTATING WOUNDS	Melee	3	3+	8	-3	2
Staff of light	Melee	3	3+	5	-2	1

ABILITIES

CORE - Leader

Relentless March
While this model is leading a unit, add 1" to the Move characteristic of models in that unit.

Resurrection orb
(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, this unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

The Lord's Will
While this model is leading a unit, you can target that unit with Stratagems even when it is Battle-shocked.

Leader
This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Lord [Legends]

Equipped with: Staff of light, Lord's blade

Wargear Options:
- This model can be equipped with 1x Resurrection orb.
- This model can replace its Staff of light with Lord's blade.

KEYWORDS: Infantry, Character, Noble, Lord, Leader
FACTION KEYWORDS: Necrons

LORD [LEGENDS]

65 PTS

M	T	Sv	W	LD	OC
5"	5	3+	4	6+	1

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Noble, Lord, Leader
FACTION KEYWORDS: Necrons

LYCHGUARD

80–160 PTS

M	T	Sv	W	LD	OC
5"	5	3+	2	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hyperphase sword	Melee	3	3+	6	-2	1
Warscythe DEVASTATING WOUNDS	Melee	2	3+	8	-3	2

ABILITIES

Dispersion Shield
The bearer has a 4+ invulnerable save.

Guardian Protocols
While a NOBLE model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

AUFSTELLUNG

5-10x Lychguard (32mm)

Equipped with: Hyperphase sword, Warscythe

Wargear Options:
- Each Lychguard can replace its Warscythe with Hyperphase sword and dispersion shield.

KEYWORDS: Infantry, Lychguard
FACTION KEYWORDS: Necrons

MONOLITH

420 PTS

M	T	Sv	W	LD	OC
8"	13	2+	22	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death ray SUSTAINED HITS D3	24"	1	3+	12	-4	D6+1
Gauss flux arc LETHAL HITS RAPID FIRE 3	24"	3	3+	6	-1	1
Particle whip BLAST DEVASTATING WOUNDS	24"	3D6	3+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Portal of exile	Melee	6	2+	8	-2	3

ABILITIES

Damaged: 1-7 wounds remaining
While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Eternity Gate
In your movement phase (excluding the first battle round), you can select one friendly NECRONS INFANTRY unit that is either in strategic reserves or on the battlefield (if you select a unit on the battlefield, remove that unit from the battlefield and place it into strategic reserves). That unit can make an ingress move, and must be set up wholly within 6" of this unit and not engaged with any enemy units. That unit cannot make a charge move this turn.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

AUFSTELLUNG

1x Monolith (160mm)

Equipped with: Death ray, Gauss flux arc, Particle whip, Portal of exile

Wargear Options:
- This model can replace its Four gauss flux arcs with Four death rays.

KEYWORDS: Vehicle, Titanic, Fly, Towering, Monolith, Frame
FACTION KEYWORDS: Necrons

MONOLITH

420 PTS

M	T	Sv	W	LD	OC
8"	13	2+	22	7+	8

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Titanic, Fly, Towering, Monolith, Frame
FACTION KEYWORDS: Necrons

NECRON WARRIORS

80–190 PTS

M	T	Sv	W	LD	OC
5"	4	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss flayer **LETHAL HITS** **RAPID FIRE 1**	24"	1	4+	4	0	1
Gauss reaper **LETHAL HITS**	12"	2	4+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1

ABILITIES

Their Number is Legion
Each time this unit's Reanimation Protocols activate, you can re-roll the dice to see how many wounds are regenerated.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

AUFSTELLUNG

10-20x Warrior w/ gauss flayer oder Warrior w/ gauss reaper (32mm)

Equipped with: Gauss flayer, Gauss reaper, Close combat weapon

KEYWORDS: Infantry, Battleline, Necron Warriors
FACTION KEYWORDS: Necrons

NEKROSOR AMMENTAR

185 PTS

M	T	Sv	W	LD	OC
10"	8	3+	9	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Enmitic disintegrators IGNORES COVER PISTOL SUSTAINED HITS 2	18"	4	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blade tail and whip coils EXTRA ATTACKS	Melee	6	2+	6	-1	1
Unmaker gauntlet	Melee	6	2+	10	-3	3

ABILITIES

Infectious Murder-madness (Aura)
While a friendly Necrons unit (excluding Monster and Titanic units) is within 6" of this model, each time a model in that unit makes an attack, if that model has the Destroyer Cult keyword or that enemy unit is the closest eligible target, that attack has the [SUSTAINED HITS 1] ability.

Nullstone Field Generator (Aura)
While a friendly Necrons unit is within 6" of the bearer, models in that unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks.

Prophet of Destruction
Each time this model destroys an enemy unit, select one other friendly Destroyer Cult unit within 9" of it. Until the end of the phase, each time a model in that unit makes an attack, re-roll a Wound roll of 1.

Protective Disciples
While this model is within 3" of one or more other friendly Destroyer Cult units, this model has the Lone Operative ability.

WEAPON ABILITIES

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

AUFSTELLUNG

1x Nekrosor Ammentar (80mm)

Equipped with: Enmitic disintegrators, Blade tail and whip coils, Unmaker gauntlet

KEYWORDS: Infantry, Character, Epic Hero, Destroyer Cult, Nekrosor Ammentar
FACTION KEYWORDS: Necrons

NEKROSOR AMMENTAR

185 PTS

M	T	Sv	W	LD	OC
10"	8	3+	9	6+	3

INVULNERABLE SAVE 4+

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

KEYWORDS: Infantry, Character, Epic Hero, Destroyer Cult, Nekrosor Ammentar
FACTION KEYWORDS: Necrons

NEMESOR ZAHNDREKH [LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	7+	1

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Nemesor Zahndrekh [Legends]

Equipped with: Staff of light

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	3+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of light	Melee	4	3+	5	-2	1

ABILITIES

CORE - Leader

Counter-tactics
Once per battle, after your opponent uses a Stratagem, if this model is on the battlefield, it can use this ability If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.

Transient Madness
While this model is leading a unit, at the start of your Command phase, roll one D6: until the start of your next Command phase, weapons equipped by models in that unit gain the ability below that corresponds with that roll:

- 1-2: [SUSTAINED HITS 1]
- 3-4: [LETHAL HITS]
- 5-6: [DEVASTATING WOUNDS]

Leader
This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Noble, Nemesor Zahndrekh, Leader
FACTION KEYWORDS: Necrons

NIGHT SCYTHE

125 PTS

M	T	Sv	W	LD	OC
14"	9	3+	12	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin tesla destructor SUSTAINED HITS 2 TWIN-LINKED	36"	6	3+	8	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 wounds remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Invasion Beams
At the end of the Fight phase, if there are no models currently embarked within this TRANSPORT, you can select one friendly NECRONS INFANTRY unit wholly within 6" of this TRANSPORT. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this TRANSPORT.

Quantum Invader
This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Night Scythe (120x92mm Oval Base)

Equipped with: Twin tesla destructor, Armoured bulk

KEYWORDS: Vehicle, Fly, Transport, Night Scythe
FACTION KEYWORDS: Necrons

NIGHT SCYTHE

125 PTS

M	T	Sv	W	LD	OC
14"	9	3+	12	7+	0

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

TRANSPORT

Night Scythe
This model has a transport capacity of 1 NECRONS INFANTRY unit.

KEYWORDS: Vehicle, Fly, Transport, Night Scythe
FACTION KEYWORDS: Necrons

NIGHT SHROUD [LEGENDS] 140 PTS

M	T	Sv	W	LD	OC
20+"	9	3+	14	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin tesla destructor SUSTAINED HITS 2 TWIN-LINKED	36"	6	3+	8	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-5 wounds remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Death Sphere Bombardment
Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Night Shroud [Legends]

Equipped with: Twin tesla destructor, Armoured bulk

KEYWORDS: Vehicle, Aircraft, Fly, Night Shroud, Frame
FACTION KEYWORDS: Necrons

OBELISK

280 PTS

M	T	Sv	W	LD	OC
8"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tesla sphere ANTI-FLY 4+ SUSTAINED HITS 2	24"	6	3+	7	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	6	4+	8	0	1

ABILITIES

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Gravitic Pulse
At the start of your opponent's Movement phase, you can select one enemy unit within 18" of and visible to this model. Until the end of the turn, halve the Move characteristic of models in that unit and halve Advance and Charge rolls made for that unit. In addition, if that unit can FLY, until the start of your next Movement phase, roll one D6 each time that unit ends any type of move: on a 4+, that unit suffers D3 mortal wounds.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Obelisk (120x92mm Oval Base)

Equipped with: Tesla sphere, Armoured bulk

KEYWORDS: Vehicle, Titanic, Fly, Towering, Obelisk, Frame
FACTION KEYWORDS: Necrons

OBELISK

280 PTS

M	T	Sv	W	LD	OC
8"	13	2+	24	7+	8

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Titanic, Fly, Towering, Obelisk, Frame
FACTION KEYWORDS: Necrons

OPHYDIAN DESTROYERS 80–145 PTS

M	T	Sv	W	LD	OC
10"	5	4+	3	7+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2

ABILITIES

Plasmacyte
Once per battle for each Plasmacyte this unit has, when this unit is selected to fight, you can use this ability. If you do, until the end of the phase, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Tunnelling Horrors
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 must make an ingress move in your next Movement phase (including in your first turn).

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

3-6x Ophydian Destroyer (50mm)

Equipped with: Ophydian hyperphase weapons

Wargear Options:
- This unit can be equipped with up to 2x Plasmacyte.

KEYWORDS: Infantry, Destroyer Cult, Ophydian Destroyers
FACTION KEYWORDS: Necrons

ORIKAN THE DIVINER

90 PTS

M	T	Sv	W	LD	OC
5"	4	4+	4	6+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of Tomorrow DEVASTATING WOUNDS	Melee	2	3+	4	-3	D3

ABILITIES

CORE - Support

Master Chronomancer
While this model is leading a unit, models in that unit have a 4+ invulnerable save.

The Stars Are Right
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, triple the Attacks and Strength characteristics of this model's Staff of Tomorrow and every successful Wound roll made for this model's attacks scores a Critical Wound.

Leader
This model can be attached to the following units:

- IMMORTALS
- NECRON WARRIORS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Orikan the Diviner (40mm)

Equipped with: Staff of Tomorrow

KEYWORDS: Infantry, Character, Epic Hero, Cryptek, Chronomancer, Orikan the Diviner, Support
FACTION KEYWORDS: Necrons

OVERLORD

90 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	2+	5	-2	1
Tachyon arrow ONE SHOT	72"	1	2+	16	-5	D6+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Overlord's blade DEVASTATING WOUNDS	Melee	4	2+	8	-3	2
Staff of light	Melee	4	2+	5	-2	1
Voidscythe DEVASTATING WOUNDS	Melee	3	3+	12	-3	3

ABILITIES

CORE - Leader

Implacable Resilience
Each time an attack is allocated to this model, subtract 1 from that attack's Damage characteristic.

My Will Be Done
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Resurrection orb
(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, this unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

Leader
This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

AUFSTELLUNG

1x Overlord (40mm)

Equipped with: Staff of light, Tachyon arrow, Overlord's blade, Voidscythe

Wargear Options:
- This model can be equipped with 1x Resurrection orb.
- This model can replace its Overlord's blade and tachyon arrow with Voidscythe or Staff of light.

KEYWORDS: Infantry, Character, Noble, Overlord, Leader
FACTION KEYWORDS: Necrons

OVERLORD

90 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Noble, Overlord, Leader
FACTION KEYWORDS: Necrons

OVERLORD WITH TRANSLOCATION SHROUD

90 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Overlord's blade DEVASTATING WOUNDS	Melee	4	2+	8	-3	2

ABILITIES

CORE - Leader

My Will Be Done
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Resurrection orb
(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, this unit resurrects:

- When a unit resurrects, that unit's Reanimation Protocols activate, but that unit heals D6 wounds (instead of D3 wounds). You cannot resurrect more than one unit per turn.

Translocation Shroud
Each time this model'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 that unit. In addition, each time a model in that unit makes a Normal, Advance or Fall Back move, until that move is finished, it can move horizontally through models and terrain features (it cannot finish a move on top of another model or its base).

Leader
This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Overlord with Translocation Shroud (40mm)

Equipped with: Overlord's blade

KEYWORDS: Infantry, Character, Noble, Overlord, Overlord with Translocation Shroud, Leader
FACTION KEYWORDS: Necrons

PLASMANCER

55 PTS

M	T	Sv	W	LD	OC
5"	4	4+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Plasmic lance	18"	3	4+	7	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Plasmic lance	Melee	2	4+	7	-3	2

ABILITIES

CORE - Support

Harbinger of Destruction
While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodifed Hit roll of 5+ scores a Critical Hit.

Living Lightning
In your Shooting phase, select one enemy unit within 18" of and visible to this model (excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of this model) and roll four D6: for each 4+, that enemy unit suffers 1 mortal wound.

Leader
This model can be attached to the following units:

- IMMORTALS
- NECRON WARRIORS

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Plasmancer (32mm)

Equipped with: Plasmic lance

KEYWORDS: Infantry, Character, Cryptek, Plasmancer, Support
FACTION KEYWORDS: Necrons

PSYCHOMANCER

55 PTS

M	T	Sv	W	LD	OC
5"	4	4+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Abyssal lance	18"	1	4+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Abyssal lance	Melee	1	4+	6	-3	3

ABILITIES

CORE - Support

Harbinger of Despair
Once per turn, at the start of your Command, Movement, Shooting, Charge or Fight phase, you can select one enemy unit within 18" of this model. That unit must take a Battle-shock test, subtracting 1 from the roll when it does so.

Nightmare Shroud (Aura)
In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 6" of this model, that enemy unit must take a Battle-shock test, subtracting 1 from the roll when it does so.

Leader
This model can be attached to the following units:

- IMMORTALS
- NECRON WARRIORS

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Psychomancer (40mm)

Equipped with: Abyssal lance

KEYWORDS: Infantry, Character, Cryptek, Psychomancer, Support
FACTION KEYWORDS: Necrons

ROYAL WARDEN

50 PTS

M	T	Sv	W	LD	OC
5"	5	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Relic gauss blaster LETHAL HITS RAPID FIRE 2	24"	2	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

ABILITIES

CORE - Leader

Adaptive Strategy
This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Engrammatic Logic
Once per battle, at the start of any phase, you can select one friendly NECRONS unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Leader
This model can be attached to the following units:

- IMMORTALS
- NECRON WARRIORS

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Royal Warden (32mm)

Equipped with: Relic gauss blaster, Close combat weapon

KEYWORDS: Infantry, Character, Royal Warden, Leader
FACTION KEYWORDS: Necrons

SENTRY PYLON [LEGENDS] 120 PTS

M	T	Sv	W	LD	OC
-	8	3+	10	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Focused death ray SUSTAINED HITS 2	36"	6	4+	8	-2	2
Gauss exterminator LETHAL HITS	48"	1	4+	14	-3	6
Heat cannon MELTA 4	36"	2	4+	9	-4	D6

ABILITIES

Phase-shifted Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Teleportation Matrix
Once per battle, at the end of your opponent's turn, if this FORTIFICATION is not within Engagement Range of one or more enemy units, you can remove it from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this FORTIFICATION is not on the battlefield, it is destroyed.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Sentry Pylon [Legends]

Equipped with: Focused death ray, Gauss exterminator, Heat cannon

Wargear Options:
- This model can replace its Gauss exterminator with Focused death ray or Heat cannon.

KEYWORDS: Fortification, Vehicle, Sentry Pylon, Frame
FACTION KEYWORDS: Necrons

SENTRY PYLON [LEGENDS] 120 PTS

M	T	Sv	W	LD	OC
-	8	3+	10	7+	0

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Fortification, Vehicle, Sentry Pylon, Frame
FACTION KEYWORDS: Necrons

SERAPTEK HEAVY CONSTRUCT

540 PTS

M	T	Sv	W	LD	OC
10"	12	3+	24	7+	10

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Singularity generator **BLAST** **DEVASTATING WOUNDS**	36"	2D6	3+	10	-3	4
Synaptic obliterator **SUSTAINED HITS 2**	48"	8	3+	5	-1	2
Transdimensional projector	48"	2	3+	24	-4	D6+4

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Titanic forelimbs - strike	Melee	6	3+	14	-3	5
➤ Titanic forelimbs - sweep	Melee	12	3+	8	-1	2

ABILITIES

Damaged: 1-9 wounds remaining
While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Terrifying Monstrosity
At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

AUFSTELLUNG

1x Seraptek Heavy Construct (Hull)

Equipped with: Singularity generator, Synaptic obliterator, Transdimensional projector, ➤ Titanic forelimbs - strike, ➤ Titanic forelimbs - sweep

Wargear Options:
- This model can replace its Two singularity generators with Two synaptic obliterators and two transdimensional projectors.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Seraptek Heavy Construct, Frame
FACTION KEYWORDS: Necrons

SERAPTEK HEAVY CONSTRUCT

540 PTS

M	T	Sv	W	LD	OC
10"	12	3+	24	7+	10

INVULNERABLE SAVE 5+

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Titanic, Towering, Seraptek Heavy Construct, Frame
FACTION KEYWORDS: Necrons

SKORPEKH DESTROYERS

85–170 PTS

M	T	Sv	W	LD	OC
8"	6	3+	3	7+	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2

ABILITIES

Plasmacyte
Once per battle for each Plasmacyte this unit has, when this unit is selected to fight, you can use this ability. If you do, until the end of the phase, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.

Whirling Onslaught
Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. If this unit made a Charge move this turn, you can re-roll the Hit roll instead.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

AUFSTELLUNG

3-6x Skorpekh Destroyer (50mm)

Equipped with: Skorpekh hyperphase weapons

Wargear Options:
- This unit can be equipped with up to 2x Plasmacyte.

KEYWORDS: Infantry, Destroyer Cult, Skorpekh Destroyers
FACTION KEYWORDS: Necrons

SKORPEKH LORD

90 PTS

M	T	Sv	W	LD	OC
8"	7	3+	7	6+	2

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Enmitic annihilator RAPID FIRE 2	18"	2	2+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Flensing claw	Melee	8	2+	6	-1	1
Hyperphase harvester	Melee	4	2+	10	-3	3

ABILITIES

CORE - Leader

Crimson Harvest
Each time this model ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D3+3 mortal wounds.

United In Destruction
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader
This model can be attached to the following units:

- SKORPEKH DESTROYERS

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Skorpekh Lord (60mm)

Equipped with: Enmitic annihilator, Flensing claw, Hyperphase harvester

KEYWORDS: Infantry, Character, Destroyer Cult, Skorpekh Lord, Leader
FACTION KEYWORDS: Necrons

TECHNOMANCER

80 PTS

M	T	Sv	W	LD	OC
10"	4	4+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Staff of light	18"	3	4+	5	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Staff of light	Melee	2	4+	5	-2	1

ABILITIES

CORE - Support

Rites of Reanimation
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

Technomancer
At the end of your Movement phase, select one friendly NECRONS model within 6" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.

Leader
This model can be attached to the following units:

- CANOPTEK WRAITHS
- IMMORTALS
- NECRON WARRIORS

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Feel No Pain 5+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Technomancer (50mm)

Equipped with: Staff of light

KEYWORDS: Infantry, Character, Fly, Cryptek, Technomancer, Support
FACTION KEYWORDS: Necrons

TESSERACT ARK [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
9"	9	3+	10	6+	3

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss cannon LETHAL HITS	24"	3	3+	5	-2	2
Particle beamer BLAST DEVASTATING WOUNDS	18"	D6	3+	6	0	1
Tesla cannon SUSTAINED HITS 2	24"	4	3+	6	0	1
➤ Tesseract singularity chamber - particle IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	2
➤ Tesseract singularity chamber - seismic lash BLAST	36"	D3	3+	9	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

Gravitational Field
Each time an enemy unit selects this model as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other reductions to that Charge roll).

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Tesseract Ark [Legends]

Equipped with: Gauss cannon, Particle beamer, Tesla cannon, ➤ Tesseract singularity chamber - particle, ➤ Tesseract singularity chamber - seismic lash, Armoured bulk

Wargear Options:
- This model can replace its Two tesla cannons with Two gauss cannons or Two particle beamers.

KEYWORDS: Vehicle, Fly, Tesseract Ark
FACTION KEYWORDS: Necrons

TESSERACT ARK [LEGENDS]

130 PTS

M	T	Sv	W	LD	OC
9"	9	3+	10	6+	3

INVULNERABLE SAVE 4+

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Fly, Tesseract Ark
FACTION KEYWORDS: Necrons

TESSERACT VAULT

465 PTS

M	T	Sv	W	LD	OC
8"	12	2+	24	7+	8

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Tesla sphere SUSTAINED HITS 2	24"	6	3+	7	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	6	4+	8	0	1

ABILITIES

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and you can only select one of the C'tan Powers weapons in your Shooting phase, instead of two.

Powers of the C'tan
In your Shooting phase, when this model is selected to shoot, first select up to 2 different C'tan Powers weapons. Until the end of the phase, this model is equipped with those weapons in addition to its other weapons (this model cannot make attacks with any other C'tan Powers weapon you did not select in this way this phase).

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

AUFSTELLUNG

1x Tesseract Vault (120x92mm Oval Base)

Equipped with: Tesla sphere, Armoured bulk

KEYWORDS: Vehicle, Titanic, Fly, Towering, Tesseract Vault, Frame
FACTION KEYWORDS: Necrons

TESSERACT VAULT

465 PTS

M	T	Sv	W	LD	OC
8"	12	2+	24	7+	8

INVULNERABLE SAVE 4+

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D6+3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

C'TAN POWERS

Cosmic fire
Range: 18", A: 3D6, BS: N/A, S: 6, AP: -2, D: 1, Keywords: **Ignores Cover**, **Devastating Wounds**, **Torrent**

Time's arrow
Range: 24", A: 1, BS: 2+, S: 3, AP: -2, D: 6, Keywords: **Anti**-CHARACTER 4+, **Devastating Wounds**, **Precision**

Antimatter meteor
Range: 24", A: D6+3, BS: 3+, S: 10, AP: -3, D: 3, Keywords: **Blast**, **Devastating Wounds**, **Indirect Fire**

KEYWORDS: Vehicle, Titanic, Fly, Towering, Tesseract Vault, Frame
FACTION KEYWORDS: Necrons

THE SILENT KING

420 PTS

SZAREKH

M	T	Sv	W	LD	OC
8"	10	2+	16	6+	6

INVULNERABLE SAVE 4+

TRIARCHAL MENHIR

M	T	Sv	W	LD	OC
8"	10	2+	5	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Annihilator beam	24"	1	2+	14	-4	6
Sceptre of Eternal Glory DEVASTATING WOUNDS	24"	2	2+	10	-3	3
Staff of Stars INDIRECT FIRE	24"	12	2+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	1	4+	4	0	1
Weapons of the Final Triarch LETHAL HITS	Melee	12	2+	8	-3	2

ABILITIES

Damaged: 1-6 wounds remaining
While this unit's Szarekh model has 1-6 wounds remaining, halve the Attacks characteristic of that model's weapons, and each time this unit makes an attack, subtract 1 from the Hit roll.

The Silent King (Aura)
While a friendly NECRONS unit is within 6" of this unit's Szarekh model, improve that unit's Leadership characteristic by 1.

Triarchal Menhirs
If this unit's Szarekh model is destroyed, all of this unit's remaining Triarchal Menhir models are also destroyed.

Voice of the Triarch
At the start of the battle round, select one Triarch ability. Until the start of the next battle round, this unit has that ability.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Indirect Fire
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

AUFSTELLUNG

1x Szarekh - Equipped with: Sceptre of Eternal Glory, Staff of Stars, Weapons of the Final Triarch

2x Triarchal Menhir - Equipped with: Annihilator beam, Armoured bulk

Basegrößen: Szarekh 100mm, Triarchal Menhir 50mm

Szarekh KEYWORDS: Character, The Silent King
KEYWORDS: Vehicle, Epic Hero, Triarch
FACTION KEYWORDS: Necrons

THE SILENT KING

420 PTS

SZAREKH

M	T	Sv	W	LD	OC
8"	10	2+	16	6+	6

INVULNERABLE SAVE 4+

TRIARCHAL MENHIR

M	T	Sv	W	LD	OC
8"	10	2+	5	6+	1

INVULNERABLE SAVE 4+

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D6+3 (Szarekh model only)
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

TRIARCH ABILITIES

Phaeron of the Stars (Aura)
While a friendly Necrons unit (excluding Monster units) is within 6" of this unit's Szarekh model, 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.

Phaeron of the Blades (Aura)
While a friendly Necrons (excluding Monster units) unit is within 6" of this unit's Szarekh model, you can re-roll Charge rolls made for that unit and each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

Relentless March (Aura)
While a friendly NECRONS unit is within 6" of this unit's Szarekh model, add 2" to the Move characteristic of models in that unit.

Szarekh KEYWORDS: Character, The Silent King
KEYWORDS: Vehicle, Epic Hero, Triarch
FACTION KEYWORDS: Necrons

TOMB BLADES

70–140 PTS

M	T	Sv	W	LD	OC
12"	5	4+	2	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Particle beamer **BLAST** **DEVASTATING WOUNDS**	18"	D6	3+	5	0	1
Twin gauss blaster **LETHAL HITS** **TWIN-LINKED**	24"	2	3+	5	-1	1
Twin tesla carbine **ASSAULT** **SUSTAINED HITS 2** **TWIN-LINKED**	24"	2	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1

ABILITIES

Evasion Engrams
In your Shooting phase, after this unit has shot, it can make a Normal Move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Nebuloscope
Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

Shadowloom
The bearer has the Stealth ability.

Shieldvanes
The bearer has a Save characteristic of 3+ and a Move characteristic of 8".

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

AUFSTELLUNG

3-6x Tomb Blade (Small Flying Base)

Equipped with: Particle beamer, Twin gauss blaster, Twin tesla carbine, Close combat weapon

Wargear Options:
- Each Tomb Blade can replace its Twin gauss blaster with Particle beamer or Twin tesla carbine.
- Each Tomb Blade can be equipped with one of: Shadowloom, Nebuloscope.

KEYWORDS: Mounted, Fly, Tomb Blades
FACTION KEYWORDS: Necrons

TOMB BLADES

70–140 PTS

M	T	Sv	W	LD	OC
12"	5	4+	2	7+	2

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Mounted, Fly, Tomb Blades
FACTION KEYWORDS: Necrons

TOMB CITADEL WALLS [LEGENDS]

180 PTS

M	T	Sv	W	LD	OC
-	13	2+	50	7+	0

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Gauss exterminator LETHAL HITS	48"	1	4+	14	-3	6
Twin tesla destructor SUSTAINED HITS 2 TWIN-LINKED	36"	6	3+	8	0	2

ABILITIES

Damaged: 1-15 wounds remaining
While this model has 1-15 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Phased Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

Ziggurat Dock
One friendly Monolith, Obelisk, Tesseract Vault or Sentry Pylon model can start the battle on top of this Fortification's ziggurat platform. While such a model is on this platform, that model's ranged weapons have the [HEAVY] ability. Any friendly model can be set up or end any type of move on the ramps or platform sections of this Fortification.

WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Tomb Citadel Walls [Legends]

Equipped with: Gauss exterminator, Twin tesla destructor

Wargear Options:
- This model can be equipped with up to 2 of: Twin tesla destructor, Gauss exterminator.

KEYWORDS: Fortification, Titanic, Vehicle, Frame, Tomb Citadel
FACTION KEYWORDS: Necrons

TOMB CITADEL WALLS [LEGENDS]

180 PTS

M	T	Sv	W	LD	OC
-	13	2+	50	7+	0

INVULNERABLE SAVE 5+

CORE RULES

Deadly Demise 3D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Fortification, Titanic, Vehicle, Frame, Tomb Citadel
FACTION KEYWORDS: Necrons

TRANSCENDENT C'TAN

340 PTS

M	T	Sv	W	LD	OC
8"	11	3+	16	6+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Seismic assault ASSAULT SUSTAINED HITS 1	12"	6	2+	8	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crackling tendrils SUSTAINED HITS 1	Melee	8	2+	10	-3	D6

ABILITIES

C'tan Shard
This model cannot be given Enhancements.

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".

Enslaved Star God
This model cannot be your WARLORD.

Necrodermis
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

Reletavistic Tether
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.

Transdimensional Displacement
In your Movement phase, when this unit is selected to make an advance move, you can use this ability. If you do:

- That advance move has no maximum distance.

- This unit can move through all types of model (including enemy models and MONSTER/VEHICLE models).

- After moving, this unit must be more than 8" horizontally from all enemy units.

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Transcendent C'tan (60mm)

Equipped with: Seismic assault, Crackling tendrils

KEYWORDS: Monster, Character, Fly, Transcendent C'tan
FACTION KEYWORDS: Necrons

TRANSCENDENT C'TAN

340 PTS

M	T	Sv	W	LD	OC
8"	11	3+	16	6+	4

INVULNERABLE SAVE 4+

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Monster, Character, Fly, Transcendent C'tan
FACTION KEYWORDS: Necrons

TRAZYN THE INFINITE

65 PTS

M	T	Sv	W	LD	OC
5"	5	2+	6	6+	1

INVULNERABLE SAVE 4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Empathic Obliterator SUSTAINED HITS D3	Melee	4	2+	7	0	D3

ABILITIES

CORE - Leader

Ancient Collector
While this model is leading a unit, at the end of your Command phase, if that unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at start or end of any turn.

Surrogate Hosts
At the start of your Command phase, if this model is on the battlefield, you can select one other friendly NECRONS INFANTRY CHARACTER model on the battlefield (excluding SKORPEKH LORD or EPIC HERO models). The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and this model is put in its place, with all of its wounds remaining (if the selected model was leading a unit, this model now attaches to that unit as its Leader).

Leader
This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

WEAPON ABILITIES

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

AUFSTELLUNG

1x Trazyn the Infinite (25mm)

Equipped with: Empathic Obliterator

KEYWORDS: Infantry, Character, Epic Hero, Noble, Trazyn the Infinite, Leader
FACTION KEYWORDS: Necrons

TRIARCH PRAETORIANS 80–160 PTS

M	T	Sv	W	LD	OC
10"	5	3+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Particle caster DEVASTATING WOUNDS PISTOL	12"	3	3+	5	0	1
Rod of covenant	12"	1	3+	5	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Rod of covenant	Melee	3	3+	5	-2	2
Voidblade	Melee	4	3+	5	-2	1

ABILITIES

Relentless Combatants
You can re-roll Charge rolls made for this unit, and this unit is eligible to declare a charge in a turn in which it Fell Back.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

5-10x Triarch Praetorian (32mm)

Equipped with: Particle caster, Rod of covenant, Voidblade

Wargear Options:
- Each Triarch Praetorian can replace its Rod of covenant with Particle caster and voidblade.

KEYWORDS: Infantry, Fly, Triarch Praetorians
FACTION KEYWORDS: Necrons

TRIARCH STALKER

110 PTS

M	T	Sv	W	LD	OC
8"	8	3+	12	7+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy gauss cannon array LETHAL HITS	24"	6	3+	8	-2	2
Particle shredder BLAST DEVASTATING WOUNDS	18"	D6+6	2+	7	0	1
➤ Heat ray - dispersed IGNORES COVER TORRENT	12"	2D6	N/A	5	-1	1
➤ Heat ray - focused MELTA 4	18"	2	3+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Stalker's forelimbs	Melee	4	3+	7	-1	3

ABILITIES

Targeting Relay
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Ignores Cover
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Triarch Stalker (Hull)

Equipped with: Heavy gauss cannon array, Particle shredder, ➤ Heat ray - dispersed, ➤ Heat ray - focused, Stalker's forelimbs

Wargear Options:
- This model can replace its Heat ray with Particle shredder or Heavy gauss cannon array.

KEYWORDS: Vehicle, Walker, Triarch Stalker, Frame
FACTION KEYWORDS: Necrons

TRIARCH STALKER

110 PTS

M	T	Sv	W	LD	OC
8"	8	3+	12	7+	4

INVULNERABLE SAVE 4+

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Scouts 8"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Vehicle, Walker, Triarch Stalker, Frame
FACTION KEYWORDS: Necrons

TRIARCHAL OVERSEER [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
8"	8	3+	12	7+	4

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Abyssal lance	18"	1	4+	6	-3	3
Chronomancer's stave BLAST	18"	D6	4+	5	-1	1
Enmitic annihilator RAPID FIRE 2	18"	2	2+	6	-1	1
Enmitic exterminator HEAVY RAPID FIRE 6 SUSTAINED HITS 1	36"	6	2+	6	-1	1
Gauss cannon LETHAL HITS	24"	3	2+	5	-2	2
Gauss destructor HEAVY LETHAL HITS	48"	1	2+	14	-4	6
Heavy gauss cannon array LETHAL HITS	24"	6	2+	8	-2	2
Particle caster DEVASTATING WOUNDS PISTOL	12"	3	2+	5	0	1
Particle shredder BLAST DEVASTATING WOUNDS	18"	D6+6	2+	7	0	1
Plasmic lance	18"	3	4+	7	-3	2
Relic gauss blaster LETHAL HITS RAPID FIRE 2	24"	2	2+	5	-1	2
Rod of covenant	12"	1	2+	5	-2	2
Staff of light	18"	3	2+	5	-2	1
Tachyon arrow ONE SHOT	72"	1	2+	16	-5	D6+2
➤ Heat ray - dispersed IGNORES COVER TORRENT	12"	2D6	N/A	5	-1	1
➤ Heat ray - focused MELTA 4	18"	2	2+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Abyssal lance	Melee	1	4+	6	-3	3
Chronomancer's stave	Melee	3	4+	5	-1	1
Close combat weapon	Melee	4	3+	5	0	1
Flayer claws SUSTAINED HITS 1 TWIN-LINKED	Melee	4	3+	4	-1	1
Flensing claw	Melee	8	2+	6	-1	1
Hyperphase harvester	Melee	4	2+	10	-3	3

AUFSTELLUNG

1x Triarchal Overseer [Crucible]

Equipped with: Abyssal lance, Chronomancer's stave, Enmitic annihilator, Enmitic exterminator, Gauss cannon, Gauss destructor, Heavy gauss cannon array, Particle caster, Particle shredder, Plasmic lance, Relic gauss blaster, Rod of covenant, Staff of light, Tachyon arrow, ➤ Heat ray - dispersed, ➤ Heat ray - focused, Close combat weapon, Flayer claws, Flensing claw, Hyperphase harvester, Hyperphase sw[illegible] Lord's blade, Ophydian hyp[illegible] weapons, Skorpekh hyp[illegible] weapons, Stalker's forel[illegible] oidblade, Voidscythe, Wa[illegible]ne

[illegible]ar Options:
[illegible]el can be equi[illegible]
[illegible]al la[illegible]

KEYWORDS: Character, Crucible, Vehicle, Walker, Triarch, Triarchal Overseer, Stalker
FACTION KEYWORDS: Necrons

TRIARCHAL OVERSEER [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
8"	8	3+	12	7+	4

INVULNERABLE SAVE 4+

Hyperphase sword	Melee	3	3+	6	-2	1
Lord's blade **DEVASTATING WOUNDS**	Melee	4	2+	8	-3	2
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2
Plasmic lance	Melee	2	4+	7	-3	2
Rod of covenant	Melee	3	3+	5	-2	2
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2
Staff of light	Melee	4	2+	5	-2	1
Stalker's forelimbs	Melee	4	3+	7	-1	3
Voidblade	Melee	4	3+	5	-2	1
Voidscythe **DEVASTATING WOUNDS**	Melee	3	3+	12	-3	3
Warscythe **DEVASTATING WOUNDS**	Melee	2	3+	8	-3	2

ABILITIES

Adaptive Strategy
This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Engrammatic Logic
Once per battle, at the start of any phase, you can select one friendly Necrons unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Harbinger of Despair
Once per battle round, at the start of a phase during your turn, you can select one enemy unit within 18" of this model. That unit must make a Battle-shock test, subtracting 1 from the test when it does so.

Harbinger of Destruction
Each time a model in this unit makes a ranged attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Living Lightning
In your Shooting phase, select one enemy unit within 18" of and visible to this model and roll 4 D6: for each 4+, that enemy unit suffers 1 mortal wound.

My Will Be Done
Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if you have already targeted a different unit with that Stratagem this phase.

Targeting Relay
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

Timesplinter Mantle
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

United in Destruction
While this model is leading a unit, melee weapons equipped by models in that unit have the [**Lethal Hits**] ability.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

KEYWORDS: Character, Crucible, Vehicle, Walker, Triarch, Triarchal Overseer, Stalker
FACTION KEYWORDS: Necrons

TRIARCHAL OVERSEER [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
8"	8	3+	12	7+	4

INVULNERABLE SAVE 4+

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Heavy
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

KEYWORDS: Character, Crucible, Vehicle, Walker, Triarch, Triarchal Overseer, Stalker
FACTION KEYWORDS: Necrons

TRIARCHAL OVERSEER [CRUCIBLE]

120 PTS

M	T	Sv	W	LD	OC
8"	8	3+	12	7+	4

INVULNERABLE SAVE 4+

FACTION RULES

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Scouts 8"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Crucible, Vehicle, Walker, Triarch, Triarchal Overseer, Stalker
FACTION KEYWORDS: Necrons

VARGARD OBYRON [LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
5"	5	2+	5	6+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Warscythe DEVASTATING WOUNDS PRECISION	Melee	4	2+	8	-3	2

ABILITIES

CORE - Leader

Ghostwalk Mantle
While this model is leading a unit, models in that unit have the Fights First ability.

The Vargard's Duty
While this model is in the same unit as NEMESOR ZAHNDREKH, CHARACTER models in that unit have the Feel No Pain 4+ ability.

Leader
This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

You can attach this model to one of the above units even if NEMESOR ZAHNDREKH has already been attached to it. If it is, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

FACTION RULES

Reanimation Protocols
If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

AUFSTELLUNG

1x Vargard Obyron [Legends]

Equipped with: Warscythe

KEYWORDS: Infantry, Character, Epic Hero, Vargard Obyron, Leader
FACTION KEYWORDS: Necrons

VARGARD OBYRON [LEGENDS]

85 PTS

M	T	Sv	W	LD	OC
5"	5	2+	5	6+	1

CORE RULES

Feel No Pain 4+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Vargard Obyron, Leader
FACTION KEYWORDS: Necrons

PUNKTELISTE

EINHEIT	PUNKTE
Annihilation Barge	95 pts
Anrakyr the Traveller [Legends]	95 pts
C'tan Shard of the Deceiver	330 pts
C'tan Shard of the Nightbringer	360 pts
C'tan Shard of the Void Dragon	345 pts
Canoptek Acanthrites [Legends]	85 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen)
Canoptek Doomstalker	140 pts
Canoptek Macrocytes	70 pts
Canoptek Reanimator	75 pts
Canoptek Scarab Swarms	40 pts (bis 3 Modelle) · 80 pts (ab 4 Modellen)
Canoptek Spyders	65 pts (bis 1 Modell) · 110 pts (ab 2 Modellen)
Canoptek Tomb Crawlers	50 pts
Canoptek Tomb Sentinel [Legends]	115 pts
Canoptek Tomb Stalker [Legends]	130 pts
Canoptek Wraiths	95 pts (bis 3 Modelle) · 220 pts (ab 4 Modellen) · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Catacomb Command Barge	120 pts
Chronomancer	70 pts · ab der 2. gleichnamigen Einheit im Heer: +10 pts
Cryptothralls	60 pts
Deathmarks	60 pts (bis 5 Modelle) · 120 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Doom Scythe	200 pts
Doomsday Ark	210 pts · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Dynastic Conqueror [Crucible]	85 pts · +5 pts (Sonderbedingung)
Flayed Ones	55 pts (bis 5 Modelle) · 100 pts (ab 6 Modellen)
Gauss Pylon [Legends]	210 pts
Geomancer	75 pts
Ghost Ark	100 pts
Hexmark Destroyer	75 pts
Hyperscientist [Crucible]	85 pts · +5 pts (Sonderbedingung)
Illuminor Szeras	175 pts
Immortals	70 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Imotekh the Stormlord	100 pts
Lokhust Destroyers	40 pts (bis 1 Modell) · 55 pts (2 Modelle) · 80 pts (3 Modelle) · 170 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Lokhust Heavy Destroyers	50 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts · +50 pts (model) · +60 pts (model)
Lokhust Lord	70 pts
Lord [Legends]	65 pts

EINHEIT	PUNKTE
Lychguard	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen)
Monolith	420 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Necron Warriors	80 pts (bis 10 Modelle) · 190 pts (ab 11 Modellen)
Nekrosor Ammentar	185 pts
Nemesor Zahndrekh [Legends]	85 pts
Night Scythe	125 pts
Night Shroud [Legends]	140 pts
Obelisk	280 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Ophydian Destroyers	80 pts (bis 3 Modelle) · 145 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Orikan the Diviner	90 pts
Overlord	90 pts
Overlord with Translocation Shroud	90 pts
Plasmancer	55 pts
Psychomancer	55 pts
Royal Warden	50 pts
Sentry Pylon [Legends]	120 pts
Seraptek Heavy Construct	540 pts · ab der 2. gleichnamigen Einheit im Heer: +30 pts
Skorpekh Destroyers	85 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Skorpekh Lord	90 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Technomancer	80 pts · ab der 2. gleichnamigen Einheit im Heer: +10 pts
Tesseract Ark [Legends]	130 pts
Tesseract Vault	465 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
The Silent King	420 pts
Tomb Blades	70 pts (bis 3 Modelle) · 140 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Tomb Citadel Walls [Legends]	180 pts
Transcendent C'tan	340 pts · ab der 2. gleichnamigen Einheit im Heer: +20 pts
Trazyn the Infinite	65 pts
Triarch Praetorians	80 pts (bis 5 Modelle) · 160 pts (ab 6 Modellen)
Triarch Stalker	110 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Triarchal Overseer [Crucible]	120 pts · +5 pts (Sonderbedingung)
Vargard Obyron [Legends]	85 pts

ENHANCEMENTS — ANNIHILATION LEGION

ENHANCEMENT	PUNKTE
Eternal Madness	20 pts
Ingrained Superiority	5 pts
Soulless Reaper	15 pts
Eldritch Nightmare	10 pts

ENHANCEMENTS — AWAKENED DYNASTY

ENHANCEMENT	PUNKTE
Veil of Darkness	20 pts
Nether-realm Casket	20 pts
Phasal Subjugator	35 pts
Enaegic Dermal Bond	30 pts

ENHANCEMENTS — CANOPTEK COURT

ENHANCEMENT	PUNKTE
Dimensional Sanctum	20 pts
Hyperphasic Fulcrum	15 pts
Autodivinator	15 pts
Metalodermal Tesla Weave	10 pts

ENHANCEMENTS — CRYPTEK CONCLAVE

ENHANCEMENT	PUNKTE
Gauntlet of Compression	20 pts
Atomic Disintegrators	10 pts
Quantum Abacus	15 pts
Gravitic Bolas	15 pts

ENHANCEMENTS — CURSED LEGION

ENHANCEMENT	PUNKTE
Destroyer Ankh	20 pts
Murdermind	15 pts
Mark of the Nekrosor	20 pts
Cursed Circlet	25 pts

ENHANCEMENTS — HYPERCRYPT LEGION

ENHANCEMENT	PUNKTE
Dimensional Overseer	25 pts
Arisen Tyrant	25 pts
Hyperspatial Transfer Node	15 pts
Osteoclave Fulcrum	20 pts

ENHANCEMENTS — OBEISANCE PHALANX

ENHANCEMENT	PUNKTE
Honourable Combatant	10 pts
Unflinching Will	20 pts
Warrior Noble	15 pts
Eternal Conqueror	25 pts

ENHANCEMENTS — STARSHATTER ARSENAL

ENHANCEMENT	PUNKTE
Dread Majesty	30 pts
Miniaturised Nebuloscope	15 pts
Demanding Leader	10 pts
Chrono-impedance Fields	25 pts