



COMBAT PATROL: NECRONS

AMONHOTEKH'S GUARD

Ever since he rose from his stasis-crypt to discover the flesh-vermin of the lesser races infesting his ancient empire, Overlord Amonhotekh has campaigned tirelessly to eradicate them. Leading Canoptek constructs, ravening Destroyer Cults and phalanxes of android Necron Warriors, the Overlord has done battle with Humans, Orks, Aeldari and many other foes, repeatedly emerging victorious.

This Combat Patrol includes the units shown below.

A Overlord Amonhotekh [1 model]

- This model is equipped with: tachyon arrow; Overlord's blade.

B Necron Warriors [10 models]

- 5 models are equipped with: gauss flayer; close combat weapon.
- 5 models are equipped with: gauss reaper; close combat weapon.

C Skorpekh Destroyers [3 models]

- Every model is equipped with: Skorpekh hyperphase weapons.
- This unit is equipped with: 1 plasmocyte.

D Canoptek Scarab Swarms [3 models]

- Every model is equipped with: feeder mandibles.

E Canoptek Doomstalker [1 model]

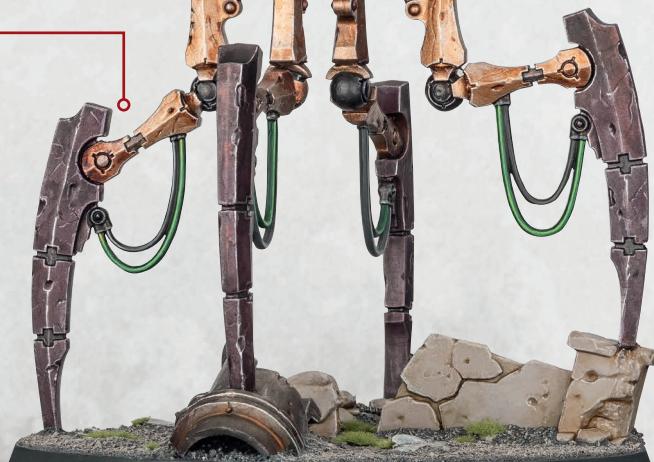
- This model is equipped with: doomsday blaster; twin gauss flayer; Doomstalker limbs.

Doomsday blaster



Twin gauss flayer

Doomstalker limbs



Canoptek Doomstalker



Gauss flayer



Gauss reaper



Necron Warriors

COMBAT PATROL: NECRONS AMONHOTEKH'S GUARD

ABILITIES

The datasheets required to use Amonhotekh's Guard can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Reanimation Protocols – that is referenced on each unit's datasheet, and is described below.

REANIMATION PROTOCOLS

The scattered dynasties of the Necrons pursue many different paths to dominance, embracing their own traditions and martial doctrines. All dynasties also benefit from the nigh-supernatural technologies that once saw them dominate the galaxy, perhaps the most unsettling of which are their reanimation protocols. Should a Necron be slain, its body becomes wreathed in an eerie glow. Crawling limbs reattach, sundered torsos and smashed skulls reform and the Necron rises again, shambling back into battle.

At the end of your Command phase, each unit from your army activates its Reanimation Protocols and reanimates D3 wounds. Each time such a unit reanimates a wound:

- If that unit contains one or more models with fewer than their starting number of wounds remaining, select one of those models; that model regains one lost wound.
- If all models in that unit have their starting number of wounds, but that unit is not at its Starting Strength, one destroyed model is returned to that unit with one wound remaining.

Once such a unit is at its Starting Strength and all of its models have their starting number of wounds, nothing further happens.

Example: A unit of Skorpekh Destroyers (which have a Wounds characteristic of 3) activates Reanimation Protocols. The unit had a Starting Strength of 3, but currently contains 2 models, and one of those models has lost 1 wound. A 3 is rolled to see how many wounds are reanimated. The first of these reanimated wounds restores the wounded Skorpekh Destroyer back to 3 wounds. The second of these reanimated wounds returns the destroyed Skorpekh Destroyer to the battlefield with 1 wound remaining. The third of these reanimated wounds restores one of the remaining lost wounds to the same Skorpekh Destroyer that was just returned. The unit now contains 3 models, two of which have 3 wounds remaining and one of which has 2 wounds remaining.

ENHANCEMENTS

Your **OVERLORD** model is your **WARLORD** and has the Overriding Control Enhancement. You can replace this with Protocol of Resonant Focus.

DEFAULT ENHANCEMENT

OVERRIDING CONTROL

The Overlord's dynamic presence seeps out to their android soldiery through the carrier waves that bear their commands. Their warriors' slow reactions and stilted movements are infused with their master's aggressive dynamism, enabling them to adopt precision tactical manoeuvres under his control.

The bearer's unit is eligible to shoot in a turn in which it Fell Back.

OR

OPTIONAL ENHANCEMENT

PROTOCOL OF RESONANT FOCUS

The Overlord seethes with an anger millions of years old. When they turn their hateful gaze upon those they consider lesser vermin, their disgust resonates through multiple spectra, driving their warriors to focus the wrath upon their master's chosen foe.

In your Command phase, select one enemy unit within 12" of and visible to the bearer. Until the end of the turn, each time a friendly **NECRONS** model makes an attack that targets that enemy unit, re-roll a Hit roll of 1.

SECONDARY OBJECTIVES

You will use the Reclaim and Dominate secondary objective. You can replace this with the Treasures of Aeons.

DEFAULT SECONDARY OBJECTIVE //

RECLAIM AND DOMINATE

This territory is infested by the contemptible vermin of the lesser species. The Necrons' rightful realm must resound to the march of metallic steps as its true masters reclaim what is theirs.

At the end of your turn, you score 4VP if one or more **NECRONS** units from your army (excluding Battle-shocked units) are wholly within your opponent's deployment zone.

OR

OPTIONAL SECONDARY OBJECTIVE //

TREASURES OF AEONS

The foe have looted ancient Necron riches that do not belong to them. These must be reclaimed at all costs and the enemy purged from the ancient sites.

At the start of the first battle round, select one objective marker in No Man's Land.

You score 3VP each time a **NECRONS** model from your army destroys an enemy unit that started the phase within range of that objective marker or within range of the objective marker within your deployment zone (if there is one).

STRATAGEMS

You can use the following Stratagems:

MERCURIAL RESILIENCE

AMONHOTEKH'S GUARD – WARGEAR STRATAGEM

The living metal that forms Necrons' mechanical bodies is a supernatural material of strange properties. With sudden surges of energy, it resist the most powerful of enemy attacks.

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

TARGET: One **NECRONS** 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 5+ invulnerable save.

DISRUPTION FIELDS

AMONHOTEKH'S GUARD – BATTLE TACTIC STRATAGEM

A thrumming aura of negative energy surrounds the metal talons and blades of the Necrons, warping and dissolving both armour and flesh.

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.

WILL OF THE OVERLORD

AMONHOTEKH'S GUARD – STRATEGIC PLOY STRATAGEM

Directing their immortal will through the Necron vessels under their command, the Overlord projects a dominating presence upon the battlefield.

WHEN: Your Command phase.

TARGET: One **NECRONS** 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.

RESTRICTIONS: You can only use this Stratagem if an **OVERLORD** model from your army is on the battlefield.

OVERLORD AMONHOTEKH

M	T	SV	W	LD	OC
5"	5	2+	6	4+	1
		4+			INVULNERABLE SAVE



Combat Patrol Datasheet

Overlords lead the Necron dynasties in battle. Amonhotekh's android mind is tremendously swift, his body implacably resilient and his weapons eldritch, ancient and lethal. Yet it is his indomitable will that is perhaps his most fearsome asset, for with this he drives entire armies to war.

RANGED WEAPONS

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

One Shot: The bearer can only shoot with this weapon once per battle.

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Overlord's blade [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2

LEADER

This model can be attached to the following unit: **NECRON WARRIORS**

ABILITIES

CORE: Leader

FACTION: Reanimation Protocols

Implacable Resilience: Each time an attack is allocated to this model, subtract 1 from that attack's Damage characteristic.

KEYWORDS: INFANTRY, CHARACTER, NOBLE, OVERLORD, AMONHOTEKH

FACTION KEYWORDS:
NECRONS

NECRON WARRIORS

M	T	SV	W	LD	OC
5"	4	4+	1	7+	2



Combat Patrol Datasheet

Necron Warriors attack in rank upon shambling rank. Individually little more than mindless automata, they are relentless and deadly when commanded en masse. The Warriors' metallic bodies can self-repair from even the most hideous damage, while their unceasing volleys of fire butcher the foe with mechanical efficiency.

RANGED WEAPONS

	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+	5	-1	1

MELEE WEAPONS

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

ABILITIES

FACTION: Reanimation Protocols

KEYWORDS: INFANTRY, BATTLELINE, NECRON WARRIORS

FACTION KEYWORDS:
NECRONS

SKORPEKH DESTROYERS

M T SV W LD OC
7" 6 3+ 3 7+ 2



Combat Patrol Datasheet

Skorpekh Destroyers favour overwhelming close-quarters violence to slaughter their victims. Though ungainly off the battlefield, in combat their tripod limbs allow them to pass through enemy lines in a madcap pirouette of slashing hyperphase blades, nigh on impossible to evade or parry.

MELEE WEAPONS

Skorpekh hyperphase weapons

RANGE	A	WS	S	AP	D
Melee	4	3+	7	-2	2

WARGEAR ABILITIES

Plasmocyte: Once per battle for each Plasmocyte 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.

Designer's Note: Place the relevant number of Plasmocyte tokens next to the unit, removing one each time this unit uses this ability.

ABILITIES

FACTION: Reanimation Protocols

KEYWORDS: INFANTRY, SKORPEKH DESTROYERS

FACTION KEYWORDS:
NECRONS

CANOYTEK SCARAB SWARMS

M T SV W LD OC
9" 2 6+ 4 8+ 0



Combat Patrol Datasheet

Canoptek Scarabs attack in skimming swarms. They descend upon the enemy with high-pitched chitters before breaking down infantry and tanks alike into raw energy with their feeder mandibles. Often attacking as the first wave of a Necron assault, these mechanical insectoids spread fear and destruction.

MELEE WEAPONS

Feeder mandibles [LETHAL HITS]

RANGE	A	WS	S	AP	D
Melee	6	5+	2	0	1

ABILITIES

CORE: Deadly Demise 1

FACTION: Reanimation Protocols

KEYWORDS: SWARM, FLY, CANOYTEK, SCARAB SWARMS

FACTION KEYWORDS:
NECRONS

Combat Patrol Datasheet

CANOPTEK DOOMSTALKER



M	T	SV	W	LD	OC
7"	8	3+	12	8+	4
		4+			INVULNERABLE SAVE

Canoptek Doomstalkers stride with eerie grace. Whether prowling their masters' armouries as tireless sentinels or providing mobile fire support to the Necron legions, the Doomstalkers annihilate all those who dare stand against them with searing salvos from their doomsday blasters.

RANGED WEAPONS

	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

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

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.

ABILITIES

CORE: Deadly Demise D3

FACTION: Reanimation Protocols

KEYWORDS: VEHICLE, WALKER, CANOPTEK, DOOMSTALKER

FACTION KEYWORDS:
NECRONS

