ARMY RULE

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.

REANIMATION PROTOCOLS

If your Army Faction is **NECRONS**, at the end of your Command phase, each unit from your army with this ability 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 Lokhust Destroyers (which have a Wounds characteristic of 3) activates its 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 Lokhust Destroyer back to 3 wounds. The second of these reanimated wounds returns the destroyed Lokhust Destroyer to the battlefield with 1 wound remaining. The third of these reanimated wounds restores one of the remaining lost wounds to the same Lokhust 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.*

DETACHMENT RULE

If your Army Faction is **NECRONS**, you can use this Awakened Dynasty Detachment rule.

COMMAND PROTOCOLS

The Necron nobility make war in a codified and relentless fashion. Their command protocols crackle out across multi-dimensional spectra from carrier-wave projectors, compelling their semi-sentient soldiery into battle one overriding directive at a time.

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

If you are using the Awakened Dynasty Detachment rule, you can use these Awakened Dynasty Stratagems.

PROTOCOL OF THE ETERNAL GUARDIAN

AWAKENED DYNASTY – EPIC DEED STRATAGEM

Necron rulers possess sophisticated self-repair systems that can reknit their corporeal forms so they can once more command their legions.

WHEN: Any phase.

TARGET: One **Necrons Infantry Character** model from your army that was just destroyed.

EFFECT: Set your model back up on the battlefield as close as possible to where it was destroyed and more than 1" away from all enemy models, with half of its starting number of wounds remaining.

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

PROTOCOL OF THE HUNGRY VOID

AWAKENED DYNASTY – BATTLE TACTIC STRATAGEM

The Necrons strike with data-augmented accuracy, their murderous attacks as inescapable as the killing cold of space.

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.

PROTOCOL OF THE CONQUERING TYRANT

AWAKENED DYNASTY – BATTLE TACTIC STRATAGEM

The legions employ the strategies of their masters in perfect synchronicity, laying down hails of mechanically coordinated fire.

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 of the firing weapon's range, you can re-roll the Wound roll. If a **Necrons Character** is leading your unit, until the end of the phase, this effect applies at the firing weapon's full range instead.

1CP

STRATAGEMS

If you are using the Awakened Dynasty Detachment rule, you can use these Awakened Dynasty Stratagems.

PROTOCOL OF THE UNDYING LEGIONS

AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

1CP

At a hissing static signal, nanoscarabs are released in boiling black clouds that whirl about the legions and effect constant repairs.

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. When doing so, if a Necrons Character is leading your unit, your unit reanimates D3+1 wounds instead.

PROTOCOL OF THE SUDDEN STORM

AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

1CP

Arcing energies leap from one Necron unit to the next, lending speed to their limbs and causing their eye lenses to blaze.

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.

PROTOCOL OF THE VENGEFUL STARS

AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

1CP

In response to enemy attack, criss-cross fire leaps from the Necron ranks, forming a blazing corona of deadly energy from which there can be no escape.

WHEN: Your opponent's Shooting 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 can shoot as if it were your Shooting phase, but it must target the enemy unit that just attacked it, and can only do so if that enemy unit is an eligible target. In addition, if a Necrons Character is leading your unit, until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability.

If you are using the Awakened Dynasty Detachment rule, you can use these Awakened Dynasty Enhancements.

VEIL OF DARKNESS

This device was fashioned from transpositanium, a substance so rare that it can only be found in a handful of places in the galaxy. It is highly sought after by the Necrons, and wars have been waged to secure it. Activated with a thought, the Veil causes space and time to warp around its user and those near them, enfolding them in a swirling darkness. As the darkness fades, the user and their comrades appear elsewhere on the battlefield, transported through a miracle of arcane science.

Necrons model only. Once per battle, at the end of your opponent's turn, if the bearer's unit is not within Engagement Range of any enemy units, the bearer can use this Enhancement. If it does, remove that unit from the battlefield. Then, in the Reinforcements step of your next Movement phase, set up that unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

HYPERMATERIAL ABLATOR

By simply pointing and activating this slender quasinium rod, the bearer shrouds their allies in a whirling field of accumulated hypermatter.

Necrons model only. While the bearer is leading a unit, models in that unit have the Stealth ability. In addition, each time a ranged attack targets the bearer's unit, if the attacker is not within 12", models in that unit have the Benefit of Cover.

THE SOVEREIGN CORONAL (AURA)

A band of living quicksilver, this strange artefact is shot through with artificial networks of command-wave nano-circuitry. This strange pseudo-animate crown is gifted to especially prominent nobles. As it is donned it sinks through the metallic skin of its wearer's brow and meshes with their synthetic cortex, enhancing and projecting their dominating will through multiple spectra across a substantial distance.

Necrons model only. While a friendly **Necrons** unit is within 6" of the bearer, that unit counts as being led by a **Necrons Character** model.

Designer's Note: *This means that units within range of this Aura ability will benefit from the Command Protocols ability and will count as containing a* **Character** *for the purposes of any Awakened Dynasty Stratagems.*

SEMPITERNAL WEAVE

Only the finest Cryptek artificers know the secret of crafting a Sempiternal Weave. These gossamer-thin plates are formed from phase-hardened amarathine and threads of adamantine. They are then layered over the bearer's carapace of living metal, stiffening and contracting when struck to turn aside energy blades, bolt shells and even the searing heat of a plasma burst.

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

IMOTEKH THE STORMLORD

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

RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Staff of the Destroyer [DEVASTATING WOUNDS]	Melee	4	2+	6	-3	2

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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.

INVULNERABLE SAVE

4+

KEYWORDS: **Infantry, Character, Epic Hero, Noble, Imotekh the Stormlord**

FACTION KEYWORDS:
Necrons

IMOTEKH THE STORMLORD

Imotekh is a sublimely skilled strategist, wielding his armies with hyperlogical skill and unleashing deadly strategic ploys. In battle he incinerates enemies with his Gauntlet of Fire, blasts them with pan-dimensional energies from his Staff of the Destroyer or humbles them in punishing one-on-one duels.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Imotekh the Stormlord – Epic Hero**

This model is equipped with: Gauntlet of Fire; Staff of the Destroyer.

LEADER

This model can be attached to the following units:

- **Immortals**
- **Lychguard**
- **Necron Warriors**

KEYWORDS: **Infantry, Character, Epic Hero, Noble, Imotekh the Stormlord**

FACTION KEYWORDS:
Necrons

ORIKAN THE DIVINER

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

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of Tomorrow [DEVASTATING WOUNDS]	Melee	2	3+	4	-3	D3

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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.

INVULNERABLE SAVE

4+

KEYWORDS: **Infantry, Character, Epic Hero, Cryptek, Chronomancer, Orikan the Diviner**

FACTION KEYWORDS:
Necrons

ORIKAN THE DIVINER

Orikan is a master astromancer, using his knowledge of astral conjunctions to predict the tides of battle and empower himself with cosmic energies. He supplements these skills with chronomantic abilities that allow him to see events before they happen and know just where to aim his blows.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Orikan the Diviner – **Epic Hero**

This model is equipped with: Staff of Tomorrow.

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 one **Royal Warden** or **Noble** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: **Infantry, Character, Epic Hero, Cryptek, Chronomancer, Orikan the Diviner**

FACTION KEYWORDS: **Necrons**

ANRAKYR THE TRAVELLER

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

⬥ 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
Warscythe [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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.

INVULNERABLE SAVE 4+

KEYWORDS: **Infantry, Character, Epic Hero, Noble, Anrakyr the Traveller**

FACTION KEYWORDS:
Necrons

ANRAKYR THE TRAVELLER

Anrakyr voyages from one tomb world to the next at the head of his veteran Pyrrhian Eternals. His tachyon arrow can unleash an unstoppable thunderbolt of energy, capable of shattering mountains, and his will is so great that he can even seize temporary control of his enemies' engines of war.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Anrakyr the Traveller – **Epic Hero**

This model is equipped with: tachyon arrow; warscythe.

LEADER

This model can be attached to the following unit:

- **Immortals**

KEYWORDS: **Infantry, Character, Epic Hero, Noble, Anrakyr the Traveller**

FACTION KEYWORDS:
Necrons

VARGARD OBYRON

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

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Warscythe [DEVASTATING WOUNDS, PRECISION]	Melee	4	2+	8	-3	2

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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.

KEYWORDS: **Infantry, Character, Epic Hero, Vargard Obyron**

FACTION KEYWORDS:
Necrons

VARGARD OBYRON

Obyron is Nemesor Zahndrekh's devoted bodyguard. He is a tremendously skilled close-quarters combatant. Moreover, thanks to his ghostwalk mantle, he is always ready to teleport back to his master's side and place his resilient living metal form between Zahndrekh and harm, striking the foe down before they can react.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Vargard Obyron – **Epic Hero**

This model is equipped with: warscythe.

LEADER

This model can be attached to the following units:

- **Immortals**
- **Lychguard**
- **Necron Warriors**

This model can be attached to a unit 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.*

KEYWORDS: **Infantry, Character, Epic Hero, Vargard Obyron**

FACTION KEYWORDS:
Necrons

ILLUMINOR SZERAS

M	T	SV	W	LD	OC
7"	8	2+	9	6+	3

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

MELEE WEAPONS	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

CORE: **Feel No Pain 4+**

FACTION: **Reanimation Protocols**

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 6" 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.

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

INVULNERABLE SAVE

4+

KEYWORDS: **Infantry, Character, Epic Hero, Cryptek, Illuminor Szeras**

FACTION KEYWORDS:
Necrons

ILLUMINOR SZERAS

Illuminor Szeras is a ghoulish bio-scientist who haunts the battlefield to gather luckless living specimens. He is a master of technomantic lore and android augmentation, employing horrible arcanoscientific instruments to disassemble his enemies, even as he fortifies the living metal forms of his allies.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Illuminor Szeras – **Epic Hero**

This model is equipped with: eldritch lance; impaling legs.

KEYWORDS: **Infantry, Character, Epic Hero, Cryptek, Illuminor Szeras**

FACTION KEYWORDS:
Necrons

NEMESOR ZAHNDREKH

M	T	SV	W	LD	OC
5"	5	2+	6	7+	1

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of light	Melee	4	3+	5	-2	1

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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]**

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.

INVULNERABLE SAVE 4+

KEYWORDS: **Infantry, Character, Epic Hero, Noble, Nemesor Zahndrekh**

FACTION KEYWORDS:
Necrons

NEMESOR ZAHNDREKH

Nemesor Zahndrekh is one of the finest generals in the Sautekh Dynasty, expertly directing his own warriors while neutralising his enemies' every gambit. This is especially impressive considering his degraded engrammatic state, which has left him convinced he still lives and breathes during the time of the Necrontyr.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Nemesor Zahndrekh – Epic Hero**

This model is equipped with: staff of light.

LEADER

This model can be attached to the following units:

- **Immortals**
- **Lychguard**
- **Necron Warriors**

KEYWORDS: **Infantry, Character, Epic Hero, Noble, Nemesor Zahndrekh**

FACTION KEYWORDS:
Necrons

TRAZYN THE INFINITE

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Empathic Obliterator [SUSTAINED HITS D3]	Melee	4	2+	7	0	D3

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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, it 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).

INVULNERABLE SAVE — 4+

KEYWORDS: **Infantry, Character, Epic Hero, Noble, Trazyn the Infinite**

FACTION KEYWORDS:
Necrons

TRAZYN THE INFINITE

*A thief of moments in history, Trazyn takes to the battlefield to acquire
that which cunning cannot secure. His Empathic Obliterator triggers
psionic shock waves that kill not only his immediate victim, but those
of a like mind nearby, while his ability to leap from one surrogate body
to the next ensures he is hard to slay indeed.*

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Trazyn the Infinite – **EPIC HERO**

This model is equipped with: Empathic Obliterator.

LEADER

This model can be attached to the following units:

- **IMMORTALS**
- **LYCHGUARD**
- **NECRON WARRIORS**

KEYWORDS: **Infantry, Character, Epic Hero, Noble, Trazyn the Infinite**

FACTION KEYWORDS:
Necrons

ROYAL WARDEN

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Relic gauss blaster [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	5	-1	2

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

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Adaptive Strategy: While this model is leading a unit, ranged weapons equipped by models in that unit have the **[HEAVY]** and **[ASSAULT]** abilities.

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.

KEYWORDS: **Infantry, Character, Royal Warden**

FACTION KEYWORDS:
Necrons

ROYAL WARDEN

Royal Wardens ensure their lord's will is carried out by the dynasty's vast armies. They possess the initiative to adapt the strategies of the phalanxes under their command with engrammatic logic. While they retain independence of thought, protocols buried deep within their living metal cortices render them unquestioningly loyal.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Royal Warden

This model is equipped with: relic gauss blaster; close combat weapon.

LEADER

This model can be attached to the following units:

- **Immortals**
- **Necron Warriors**

KEYWORDS: **Infantry, Character, Royal Warden**

FACTION KEYWORDS:
Necrons

SKORPEKH LORD

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Enmitic annihilator [RAPID FIRE 2]	18"	2	2+	6	-1	1

MELEE WEAPONS	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**

FACTION: **Reanimation Protocols**

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

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.

INVULNERABLE SAVE

4+

KEYWORDS: **Infantry, Character, Skorpekh Lord**

FACTION KEYWORDS:
Necrons

SKORPEKH LORD

Skorpekh Lords have fallen far from their noble beginnings, allowing an obsession with slaughter to twist their bodies and minds. Lurching forward on tripod bodies, their enmitic annihilators blast victims messily apart as their claws and blades lash out to reap a crimson harvest across the battlefield.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Skorpekh Lord**

This model is equipped with: enmitic annihilator; flensing claw; hyperphase harvester.

LEADER

This model can be attached to the following unit:

- **Skorpekh Destroyers**

KEYWORDS: **Infantry, Character, Skorpekh Lord**

FACTION KEYWORDS:
Necrons

LOKHUST LORD

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

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

⚔ MELEE WEAPONS	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**

FACTION: **Reanimation Protocols**

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.

WARGEAR ABILITIES

Phylactery: The bearer has the Feel No Pain 5+ ability.

Resurrection Orb: While the bearer is leading a unit, that unit's Reanimation Protocols activate at the end of your opponent's Command phase in addition to at the end of yours.

INVULNERABLE SAVE

4+

KEYWORDS: **Mounted, Character, Fly, Lokhust Lord**

FACTION KEYWORDS:
Necrons

LOKHUST LORD

Lokhust Lords skim into battle on swift grav-sled bodies. Driven by nihilistic hatred, their every optimised strike slaughters swathes of the foe. Meanwhile, should the enemy wound a Lokhust Lord, in return they must watch in despair as minute repair-scarabs spill from his phylactery in a silvery tide to repair his rent form.

WARGEAR OPTIONS

- This model's staff of light can be replaced with 1 Lord's blade.
- This model can be equipped with one of the following:
  - 1 phylactery
  - 1 resurrection orb

UNIT COMPOSITION

- **1 Lokhust Lord**

This model is equipped with: staff of light.

LEADER

This model can be attached to the following units:

- **Lokhust Destroyers**
- **Lokhust Heavy Destroyers**

KEYWORDS: **Mounted, Character, Fly, Lokhust Lord**

FACTION KEYWORDS:
Necrons

LORD

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

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

✖ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of light	Melee	3	3+	5	-2	1
Lord's blade [DEVASTATING WOUNDS]	Melee	3	3+	8	-3	2

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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

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

WARGEAR ABILITIES

Resurrection Orb: While the bearer is leading a unit, that unit's Reanimation Protocols activate at the end of your opponent's Command phase in addition to at the end of yours.

KEYWORDS: **Infantry, Character, Noble, Lord**

FACTION KEYWORDS:
Necrons

LORD

The Royal Courts of Necron dynasties include many lesser lords amongst their number, while fringeworld forces may be led by such beings. They are possessed of formidable cunning and martial strength, and the resurrection orbs they carry to war can overcharge the self-repair systems of nearby Necrons.

WARGEAR OPTIONS

- This model's staff of light can be replaced with 1 Lord's blade.
- This model can be equipped with 1 resurrection orb.

UNIT COMPOSITION

- **1 Lord**

This model is equipped with: staff of light.

LEADER

This model can be attached to the following units:

- **Immortals**
- **Lychguard**
- **Necron Warriors**

KEYWORDS: **Infantry, Character, Noble, Lord**

FACTION KEYWORDS:
Necrons

CATACOMB COMMAND BARGE

M	T	SV	W	LD	OC
9"	8	3+	9	6+	3

RANGED WEAPONS	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	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

CORE: **Deadly Demise 1**

FACTION: **Reanimation Protocols**

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.

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.

WARGEAR ABILITIES

Resurrection Orb: At the end of your opponent's Command phase, select one friendly **Necrons Infantry** or **Necrons Mounted** unit within 6" of this model; that unit's Reanimation Protocols activate.

INVULNERABLE SAVE

4+

KEYWORDS: **Vehicle, Character, Fly, Catacomb Command Barge**

FACTION KEYWORDS:
Necrons

CATACOMB COMMAND BARGE

Some Necron nobles ride to battle enthroned on Catacomb Command Barges. These armoured skimmers beam out carrier waves that bear a noble's orders directly to the dynasty's legions, while also providing them with quantum shielding, heavy gauss firepower and a fast-moving platform from which to fight.

WARGEAR OPTIONS

- This model's gauss cannon can be replaced with 1 tesla cannon.
- This model's staff of light can be replaced with 1 Overlord's blade.
- This model can be equipped with 1 resurrection orb.

UNIT COMPOSITION

- 1 Catacomb Command Barge

This model is equipped with: gauss cannon; staff of light.

KEYWORDS: **Vehicle, Character, Fly, Catacomb Command Barge**

FACTION KEYWORDS:
Necrons

OVERLORD

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

RANGED WEAPONS	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
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
Staff of light	Melee	4	2+	5	-2	1
Voidscythe [DEVASTATING WOUNDS]	Melee	3	3+	12	-3	3

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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.

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

WARGEAR ABILITIES

Resurrection Orb: While the bearer is leading a unit, that unit's Reanimation Protocols activate at the end of your opponent's Command phase in addition to at the end of yours.

INVULNERABLE SAVE

4+

KEYWORDS: **Infantry, Character, Noble, Overlord**

FACTION KEYWORDS:
Necrons

OVERLORD

Overlords lead the Necron dynasties in battle. Their android minds are tremendously swift, their bodies implacably resilient and their weapons eldritch, ancient and lethal. Yet it is the Overlords' indomitable wills that are perhaps their most fearsome assets, for with these they drive entire armies to war.

WARGEAR OPTIONS

- This model's tachyon arrow and Overlord's blade can be replaced with one of the following:
  - 1 Overlord's blade
  - 1 staff of light
  - 1 voidscythe
- If this model is not equipped with a tachyon arrow, it can be equipped with 1 resurrection orb.

UNIT COMPOSITION

- **1 Overlord**

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

LEADER

This model can be attached to the following units:

- **IMMORTALS**
- **LYCHGUARD**
- **NECRON WARRIORS**

KEYWORDS: **Infantry, Character, Noble, Overlord**

FACTION KEYWORDS:
Necrons

TECHNOMANCER

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

◈ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Staff of light	18"	3	4+	5	-2	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of light	Melee	2	4+	5	-2	1

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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, you can select one friendly **Necrons** model within 3" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.

WARGEAR ABILITIES

Canoptek Cloak: The bearer has the **Fly** keyword, the Lone Operative ability and a Move characteristic of 10".

Canoptek Control Node (Aura): While a friendly **Canoptek** unit is within 6" of the bearer, each time a **Canoptek** model in that unit makes an attack, add 1 to the Hit roll.

KEYWORDS: **Infantry, Character, Cryptek, Technomancer**

FACTION KEYWORDS:
Necrons

TECHNOMANCER

Technomancers possess the power to augment and swiftly repair Necron units in the field. Some Technomancers use Canoptek cloaks to flit swiftly to wherever they are needed most, while others employ the nanoscarab beams of their Canoptek control nodes to augment from afar.

WARGEAR OPTIONS

- This model's Canoptek cloak can be replaced with 1 Canoptek control node.

UNIT COMPOSITION

- **1 Technomancer**

This model is equipped with: staff of light; Canoptek cloak.

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 one Royal Warden or Noble model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: **Infantry, Character, Cryptek, Technomancer**

FACTION KEYWORDS:
Necrons

PSYCHOMANCER

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Abyssal lance	18"	1	4+	6	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Abyssal lance	Melee	1	4+	6	-3	3

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Nightmare Shroud (Aura): While an enemy unit is within 9" of this model, subtract 1 from the Leadership characteristic of models in that unit.

Harbinger of Despair: At the start of your Shooting phase, select one enemy unit within 18" of this unit. That unit must take a Battle-shock test.

KEYWORDS: **Infantry, Character, Cryptek, Psychomancer**

FACTION KEYWORDS:
Necrons

PSYCHOMANCER

Psychomancers study the science of fear. They are expert manipulators, conjuring phantasms and temporary hard-light constructs that trigger primal survival instincts in their victims' minds, or overload even the most advanced sensoria. No being is safe from the creeping tendrils of the Psychomancer's art.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Psychomancer

This model is equipped with: abyssal lance.

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 one **Royal Warden** or **Noble** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: **Infantry, Character, Cryptek, Psychomancer**

FACTION KEYWORDS:
Necrons

CHRONOMANCER

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

⬦ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Aeonstave [BLAST]	18"	D6	4+	5	-1	1

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Aeonstave	Melee	3	4+	5	-1	1

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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

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" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.

INVULNERABLE SAVE   4+

KEYWORDS: **Infantry, Character, Cryptek, Chronomancer**

FACTION KEYWORDS:
Necrons

CHRONOMANCER

Chronomancers are Crypteks who harness temporal energies, their aeonstaves slowing down or speeding up weaponised time. Their timesplinter mantles use crystallised moments to confound enemy blows, while their chronometrons hasten allies through time itself.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Chronomancer

This model is equipped with: aeonstave.

LEADER

This model can be attached to the following units:

- **Lychguard**
- **Immortals**
- **Necron Warriors**

*You can attach this model to one of the above units even if one **Royal Warden** or **Noble** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: **Infantry, Character, Cryptek, Chronomancer**

FACTION KEYWORDS:
Necrons

PLASMANCER

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plasmic lance	18"	3	4+	7	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plasmic lance	Melee	2	4+	7	-3	2

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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 and roll one D6 for each model in that enemy unit: for each 6, that unit suffers 1 mortal wound.

KEYWORDS: **Infantry, Character, Cryptek, Plasmancer**

FACTION KEYWORDS:
Necrons

PLASMANCER

Plasmancers are unsubtle annihilators. They are capable of wielding energy as a weapon itself rather than needing to bind it to other forms. Arcs of unstable lightning leap from their forms to wrack nearby foes, and with a gesture these Crypteks can channel those same energies into searing ranged blasts.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Plasmancer**

This model is equipped with: plasmic lance.

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 one **Royal Warden** or **Noble** model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: **Infantry, Character, Cryptek, Plasmancer**

FACTION KEYWORDS:
Necrons

NECRON WARRIORS

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

◇ 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**

Their Number is Legion: Each time this unit's Reanimation Protocols activate, it reanimates D6 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+3 wounds instead.

KEYWORDS: **Infantry, Battleline, Necron Warriors**

FACTION KEYWORDS:
Necrons

NECRON WARRIORS

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.

WARGEAR OPTIONS

- Any number of models can each have their gauss flayer replaced with 1 gauss reaper.

UNIT COMPOSITION

- 10-20 Necron Warriors

Every model is equipped with: gauss flayer; close combat weapon.

KEYWORDS: **Infantry, Battleline, Necron Warriors**

FACTION KEYWORDS:
Necrons

IMMORTALS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss blaster [LETHAL HITS]	24"	2	3+	5	-1	1
Tesla carbine [ASSAULT, SUSTAINED HITS 2]	18"	2	3+	5	0	1

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

ABILITIES

FACTION: **Reanimation Protocols**

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.

KEYWORDS: **Infantry, Battleline, Immortals**

FACTION KEYWORDS:
Necrons

IMMORTALS

Once the shook troops of the Necrontyr, Immortals still provide their masters with a powerful core of skilled soldiery millennia later. More advanced than Necron Warriors, they can employ a number of strategies even without command, and their firepower makes them deadly in close or midrange engagements.

WARGEAR OPTIONS

- All models in this unit can each have their gauss blaster replaced with 1 tesla carbine.

UNIT COMPOSITION

- **5-10 Immortals**

Every model is equipped with: gauss blaster; close combat weapon.

KEYWORDS: **Infantry, Battleline, Immortals**

FACTION KEYWORDS:
Necrons

CANOPTEK REANIMATOR

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

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

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

ABILITIES

CORE: **Feel No Pain 4+**

FACTION: **Reanimation Protocols**

Nanoscarab Reanimation Beam (Aura): While a friendly **NECRONS** unit is within 12" of this model, each time that unit's Reanimation Protocols activate, that unit reanimates an additional D3 wounds.

KEYWORDS: **Vehicle, Walker, Canoptek, Reanimator**

FACTION KEYWORDS:
Necrons

CANOPTEK REANIMATOR

Canoptek Reanimators prowl the Necron lines, shooting out ethereal beams swarming with nanoscarabs. Necrons touched by these eerie lights stagger to their feet, resurrected, repaired and ready to fight again. Foes are less fortunate, wailing in agony as their atoms are torn apart and recombined in a hideous, gory fashion.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Canoptek Reanimator

This model is equipped with: 2 atomiser beams; Reanimator's claws.

KEYWORDS: **Vehicle, Walker, Canoptek, Reanimator**

FACTION KEYWORDS:
Necrons

HEXMARK DESTROYER

M	T	SV	W	LD	OC
7"	5	3+	5	6+	1

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Enmitic disintegrator pistols [PISTOL, PRECISION]	18"	6	2+	6	-2	1

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

ABILITIES

CORE: Deep Strike, Lone Operative

FACTION: Reanimation Protocols

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: Each time an enemy unit targets a friendly **Necrons** unit within 3" of this model with ranged attacks, after that enemy unit has shot, this model can shoot as if it were your Shooting phase.

KEYWORDS: **Infantry, Character, Hexmark Destroyer**

FACTION KEYWORDS:
Necrons

HEXMARK DESTROYER

Hexmark Destroyers were once Deathmarks. Bursting from their dimensional oubliettes like ambush predators, these hunchbacked monsters unleash inescapable hails of enmitic fire. Independent ocular targeting and optimised firing patterns leave their prey with no escape.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Hexmark Destroyer

Every model is equipped with: enmitic disintegrator pistols; close combat weapon.

KEYWORDS: **Infantry, Character, Hexmark Destroyer**

FACTION KEYWORDS:
Necrons

LYCHGUARD

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

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hyperphase sword	Melee	3	3+	6	-2	1
Warscythe [DEVASTATING WOUNDS]	Melee	2	3+	8	-3	2

ABILITIES

FACTION: **Reanimation Protocols**

Guardian Protocols: While a **NOBLE** model is leading this unit, each time an attack targets this unit, subtract 1 from the Wound roll.

WARGEAR ABILITIES

Dispersion Shield: The bearer has a 4+ invulnerable save.

KEYWORDS: **Infantry, Lychguard**

FACTION KEYWORDS:
Necrons

LYCHGUARD

Incapable of disloyalty and clad in forms as resilient and resplendent as their masters', Lychguard are the ultimate protectors. Whether reaping the foe with warscythes or advancing with dispersion shields locked and hyperphase swords thrumming, at close quarters these bodyguards are nigh on unstoppable.

WARGEAR OPTIONS

- All models in this unit can each have their warscythe replaced with 1 hyperphase sword and 1 dispersion shield.

UNIT COMPOSITION

- 5-10 Lychguard

Every model is equipped with: warscythe.

KEYWORDS: **Infantry, Lychguard**

FACTION KEYWORDS:
Necrons

DEATHMARKS

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

⬦ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Synaptic disintegrator [HEAVY, PRECISION]	36"	1	3+	5	-2	2

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

ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

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.

KEYWORDS: **Infantry, Deathmarks**

FACTION KEYWORDS:
Necrons

DEATHMARKS

No target can evade the Deathmarks. Watching from dimensional oubliettes, these expert snipers track enemy movements, communications and even teleport signatures before striking. They do so in a blaze of synaptic disintegrator fire that shreds not only their victims' bodies, but also their very minds.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **5-10 Deathmarks**

Every model is equipped with: synaptic disintegrator; close combat weapon.

KEYWORDS: **Infantry, Deathmarks**

FACTION KEYWORDS:
Necrons

FLAYED ONES

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Flayer claws [SUSTAINED HITS 1, TWIN-LINKED]	Melee	4	3+	4	-1	1

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Reanimation Protocols**

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.

KEYWORDS: **Infantry, Flayed Ones**

FACTION KEYWORDS:
Necrons

FLAYED ONES

Flayed Ones keen shrill hunting cries as they fall upon the foe, talons flashing. Infected with the gruesome flayer virus, the Flayed Ones attempt to gorge themselves upon the flesh and blood of their butchered foes, gore drizzling through their mechanical forms as they seek to slake a thirst they can never quench.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **5-10 Flayed Ones**

Every model is equipped with: flayer claws.

KEYWORDS: **Infantry, Flayed Ones**

FACTION KEYWORDS:
Necrons

CRYPTOTHRALLS

M	T	SV	W	LD	OC
5"	4	3+	2	8+	1

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

⚒ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Scythed limbs	Melee	4	4+	5	-1	1

ABILITIES

CORE: **Feel No Pain 4+**

FACTION: **Reanimation Protocols**

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

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 3+, 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.

KEYWORDS: **Infantry, Cryptothralls**

FACTION KEYWORDS:
Necrons

CRYPTOTHRALLS

Some Crypteks are accompanied by bound Cryptothralls that act as slaves and bodyguards. These hunched and sinister beings are not truly sentient, but are rather construct creatures enslaved to the Cryptek's will and engrammatically compelled to protect their master with their living metal bodies and fierce, short-ranged weaponry.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 2 Cryptothralls

Every model is equipped with: scouring eye; scythed limbs.

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 Infantry** 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.

KEYWORDS: **Infantry, Cryptothralls**

FACTION KEYWORDS:
Necrons

SKORPEKH DESTROYERS

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

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2

ABILITIES

FACTION: **Reanimation Protocols**

Whirling Onslaught: Each time a model in this unit makes a melee attack, you can ignore any or all modifiers to that attack's Weapon Skill characteristic and/or that attack's Hit roll.

WARGEAR 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.

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

KEYWORDS: **Infantry, Skorpekh Destroyers**

FACTION KEYWORDS:
Necrons

SKORPEKH DESTROYERS

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.

WARGEAR OPTIONS

- For every 3 models in this unit, this unit can have 1 Plasmacyte.

UNIT COMPOSITION

- **3-6 Skorpekh Destroyers**

Every model is equipped with: Skorpekh hyperphase weapons.

KEYWORDS: **Infantry, Skorpekh Destroyers**

FACTION KEYWORDS:
Necrons

TRIARCH STALKER

M	T	SV	W	LD	OC
9"	8	3+	12	7+	4

RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Heat ray – dispersed [IGNORES COVER, TORRENT]	12"	2D6	N/A	5	-1	1
▶ Heat ray – focused [MELTA 4]	18"	2	3+	9	-4	D6
Particle shredder [BLAST, DEVASTATING WOUNDS]	18"	D6+6	2+	7	0	1
Twin heavy gauss cannon [LETHAL HITS, TWIN-LINKED]	24"	3	3+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Stalker's forelimbs	Melee	4	3+	7	-1	3

ABILITIES

CORE: Deadly Demise D3

FACTION: Reanimation Protocols

Targeting Relay: In your Shooting phase, each time this model is selected to shoot, after resolving its attacks, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

INVULNERABLE SAVE

4+

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **Vehicle, Walker, Triarch Stalker**

FACTION KEYWORDS:
Necrons

TRIARCH STALKER

Triarch Stalkers are agile combat walkers whose heavy firepower makes them excellent tank-hunters and anti-infantry assault units both. As though their focused blasts of energy and flame were not enough, they can also augment the targeting of nearby Necron forces to further punish the foe.

WARGEAR OPTIONS

- This model's heat ray can be replaced with one of the following:
  - 1 particle shredder
  - 1 twin heavy gauss cannon

UNIT COMPOSITION

- **1 Triarch Stalker**

This model is equipped with: heat ray; Stalker's forelimbs.

KEYWORDS: **Vehicle, Walker, Triarch Stalker**

FACTION KEYWORDS:
Necrons

C'TAN SHARD OF THE DECEIVER

M	T	SV	W	LD	OC
7"	11	4+	12	6+	6

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cosmic insanity	18"	6	2+	6	-2	1
[ANTI-CHARACTER 4+, DEVASTATING WOUNDS, PRECISION]						

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Golden fists	Melee	8	2+	8	-3	3

ABILITIES

CORE: Deadly Demise D6, Stealth

FACTION: Reanimation Protocols

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, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Necrodermis: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

INVULNERABLE SAVE

4+

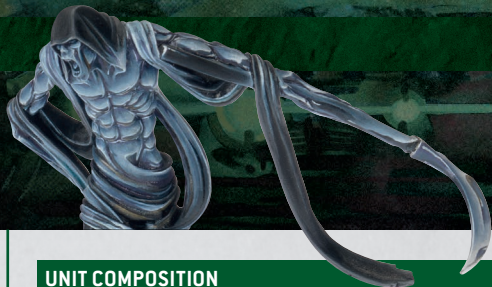KEYWORDS: **Monster, Character, Epic Hero, Fly, C'tan Shard of the Deceiver**

FACTION KEYWORDS:
Necrons

C'TAN SHARD OF THE DECEIVER

Mephet'ran the Deceiver was ever the most duplicitous of his monstrous brood. Even shattered and bound within a restraining necrodermis, each shard of the Deceiver still radiates a potent blend of deadly truths and bewildering lies against which the fallible senses of mortal beings possess no defence.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 C'tan Shard of the Deceiver – **Epic Hero**

This model is equipped with: cosmic insanity; golden fists.

ENSLAVED STAR GOD

This model cannot be your **Warlord**.

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

FACTION KEYWORDS:
Necrons

C'TAN SHARD OF THE NIGHTBRINGER

M	T	SV	W	LD	OC
7"	11	4+	12	6+	4

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gaze of death [BLAST]	18"	D3	2+	12	-2	D6+3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
► Scythe of the Nightbringer – strike [DEVASTATING WOUNDS]	Melee	6	2+	14	-4	D6
► Scythe of the Nightbringer – sweep	Melee	14	2+	8	-2	2

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **Reanimation Protocols**

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.

Necrodermis: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

INVULNERABLE SAVE　4+

► *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

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

FACTION KEYWORDS:
Necrons

C'TAN SHARD OF THE NIGHTBRINGER

The very essence of life bleeds away when exposed to a Shard of the C'tan known as the Nightbringer. Aza'gorod he was, the Inevitable Blade; his spectral form, cowl of shadows and flashing scythe are said to have spawned countless avatars of death in the legends of primitive cultures the entire galaxy over.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 C'tan Shard of the Nightbringer – **Epic Hero**

This model is equipped with: gaze of death; Scythe of the Nightbringer.

ENSLAVED STAR GOD

This model cannot be your **Warlord**.

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

FACTION KEYWORDS:
Necrons

C'TAN SHARD OF THE VOID DRAGON

M	T	SV	W	LD	OC
7"	11	4+	12	6+	4

◈ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Spear of the Void Dragon [ANTI-VEHICLE 2+]	12"	1	2+	4	-3	D6+2
Voltaic storm [BLAST, SUSTAINED HITS 2]	18"	D6+3	2+	7	-1	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
▶ Spear of the Void Dragon – strike [ANTI-VEHICLE 2+]	Melee	5	2+	12	-3	D6+2
▶ Spear of the Void Dragon – sweep	Melee	10	2+	8	-1	2
Canoptek tail blades [EXTRA ATTACKS]	Melee	6	2+	6	-1	1

ABILITIES

CORE: Deadly Demise D6

FACTION: Reanimation Protocols

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, halve the Damage characteristic of that attack.

INVULNERABLE SAVE

4+

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

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

FACTION KEYWORDS:
Necrons

C'TAN SHARD OF THE VOID DRAGON

Shards of the Void Dragon fill the air around them with a searing scream of distorted static. With a gesture they can unmake the war engines of the lesser races, dragging the resultant disintegrating matter into themselves like the gravity well of a black hole and using it to replenish their own, ever flickering forms.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 C'tan Shard of the Void Dragon – **EPIC HERO**

This model is equipped with: Spear of the Void Dragon; voltaic storm; Canoptek tail blades.

ENSLAVED STAR GOD

This model cannot be your **WARLORD**.

KEYWORDS: **MONSTER, CHARACTER, FLY, EPIC HERO, C'TAN SHARD OF THE VOID DRAGON**

FACTION KEYWORDS:
NECRONS

TRANSCENDENT C'TAN

M	T	SV	W	LD	OC
7"	11	4+	12	6+	4

⬙ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Seismic assault [ASSAULT, SUSTAINED HITS 1]	12"	6	2+	8	-2	D3

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crackling tendrils [SUSTAINED HITS 1]	Melee	8	2+	9	-3	D6

ABILITIES

CORE: Deadly Demise D6, Deep Strike

FACTION: Reanimation Protocols

Transdimensional Displacement: Each time this model is selected to Advance, you can remove it from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

Necrodermis: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

INVULNERABLE SAVE

4+

KEYWORDS: **Monster, Character, Fly, Transcendent C'tan**

FACTION KEYWORDS:
Necrons

TRANSCENDENT C'TAN

Shards of the C'tan serve the Necrons as enslaved living weapons. Greatest amongst them are the Transcendent C'tan, whose fury and power are so terrifying that they must be trammelled using the full might of Necron technology. When their cosmic powers are unleashed, reality itself is torn asunder.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Transcendent C'tan

This model is equipped with: seismic assault; crackling tendrils.

ENSLAVED STAR GOD

This model cannot be your **WARLORD**.

KEYWORDS: **MONSTER, CHARACTER, FLY, TRANSCENDENT C'TAN**

FACTION KEYWORDS:
NECRONS

CANOPTEK SPYDERS

M	T	SV	W	LD	OC
5"	7	3+	6	8+	2
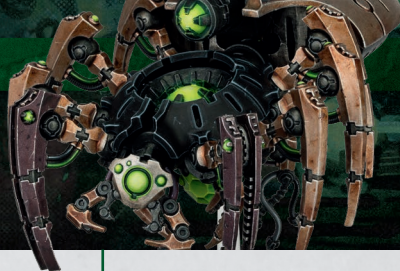
RANGED WEAPONS	RANGE	A	BS	S	AP	D
Particle beamer [BLAST, DEVASTATING WOUNDS]	18"	D6	3+	6	0	1

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

ABILITIES

CORE: Deadly Demise 1

FACTION: Reanimation Protocols

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.

WARGEAR ABILITIES

Fabricator Claw Array (Aura): While a friendly **NECRONS VEHICLE** unit is within 6" of the bearer, that unit has 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 4+ ability against Psychic Attacks.


KEYWORDS: **Vehicle, Fly, Canoptek, Spyders**

FACTION KEYWORDS:
Necrons

CANOPTEK SPYDERS

Canoptek Spyders are formidable control-and-repair constructs, augmented with battlefield support systems. Whether blasting enemies with particle beamers, warding off empyric energies with gloom prisms or fabricating and unleashing fresh waves of Canoptek Scarabs, they are a force to be reckoned with.
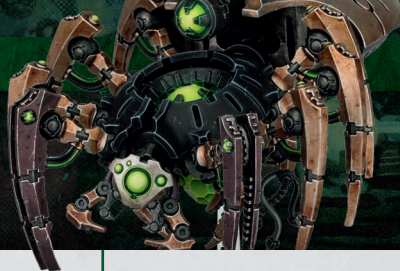
WARGEAR OPTIONS

- Any number of models can each be equipped with 2 particle beamers.
- Any number of models can each be equipped with 1 fabricator claw array.
- Any number of models can each be equipped with 1 gloom prism.

UNIT COMPOSITION

- **1-2 Canoptek Spyders**

Every model is equipped with: automaton claws.

KEYWORDS: **Vehicle, Fly, Canoptek, Spyders**

FACTION KEYWORDS:
Necrons

CANOPTEK SCARAB SWARMS

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Feeder mandibles [LETHAL HITS]	Melee	6	5+	2	0	1

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Reanimation Protocols**

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, do not roll for that model's Deadly Demise ability; instead, 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 D3+3 mortal wounds.

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).

KEYWORDS: **Swarm, Fly, Canoptek, Scarab Swarms**

FACTION KEYWORDS:
Necrons

CANOPTEK SCARAB SWARMS

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.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3-6 Canoptek Scarab Swarms

Every model is equipped with: feeder mandibles.

KEYWORDS: **Swarm, Fly, Canoptek, Scarab Swarms**

FACTION KEYWORDS:
Necrons

OPHYDIAN DESTROYERS

M	T	SV	W	LD	OC
9"	5	4+	3	7+	2

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2

ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

Tunnelling Horrors: At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove this unit 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.

WARGEAR 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.

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

KEYWORDS: **Infantry, Ophydian Destroyers**

FACTION KEYWORDS:
Necrons

OPHYDIAN DESTROYERS

Repugnant to other Necrons, Ophydian Destroyers echo elements of servile Canoptek Wraiths and reviled Flayed Ones in their murder-optimised bodies. Tunnelling through solid ferrocrete with frenzied violence and flickers of dimensional displacement, they burst into view to ambush, hack and rend their prey apart.

WARGEAR OPTIONS

- For every 3 models in this unit, this unit can have 1 Plasmacyte.

UNIT COMPOSITION

- 3-6 Ophydian Destroyers

Every model is equipped with:
Ophydian hyperphase weapons.

KEYWORDS: **Infantry, Ophydian Destroyers**

FACTION KEYWORDS:
Necrons

TOMB BLADES

M	T	SV	W	LD	OC
12"	5	4+	2	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Particle beamer [BLAST, DEVASTATING WOUNDS]	18"	D6	2+	6	0	1
Twin gauss blaster [LETHAL HITS, TWIN-LINKED]	24"	2	3+	5	-1	1
Twin tesla carbine [ASSAULT, SUSTAINED HITS 2, TWIN-LINKED]	18"	2	3+	5	0	1

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

ABILITIES

CORE: Scouts 9"

FACTION: Reanimation Protocols

Evasion Engrams: Each time an attack targets this unit, subtract 1 from the Hit roll.

WARGEAR ABILITIES

Nebuloscope: Ranged weapons equipped by the bearer have the [IGNORES COVER] ability.

Shadowloom: The bearer has a 5+ invulnerable save.

Shieldvanes: The bearer has a 3+ Save characteristic.

KEYWORDS: **Mounted, Fly, Tomb Blades**

FACTION KEYWORDS:
Necrons

TOMB BLADES

Tomb Blades are fast assault skimmers whose spiralling attack patterns are based on fractal hyperlogic. They are well armed, often afforded extra protection by the addition of darkness-generating shadowlooms or armoured shieldvanes. Others employ nebuloscopes to target the foe through even solid fortifications.

WARGEAR OPTIONS

- Any number of models can each have their twin gauss blaster replaced with one of the following:
  - 1 particle beamer
  - 1 twin tesla carbine
- Any number of models can each be equipped with 1 shieldvanes.
- Any number of models can each be equipped with one of the following:
  - 1 nebuloscope
  - 1 shadowloom

UNIT COMPOSITION

- **3-6 Tomb Blades**

Every model is equipped with: twin gauss blaster; close combat weapon.

KEYWORDS: **Mounted, Fly, Tomb Blades**

FACTION KEYWORDS:
Necrons

TRIARCH PRAETORIANS

M	T	SV	W	LD	OC
9"	5	3+	2	7+	1

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Particle caster [DEVASTATING WOUNDS, PISTOL]	12"	3	2+	5	0	1
Rod of covenant	12"	1	3+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Rod of covenant	Melee	3	3+	5	-2	2
Voidblade	Melee	4	3+	5	-2	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

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.

KEYWORDS: **Infantry, Fly, Triarch Praetorians**

FACTION KEYWORDS:
Necrons

TRIARCH PRAETORIANS

Triarch Praetorians fight tirelessly to uphold the ancient dynastic codes of their race. Whether blasting the foe with antimatter particles, impaling them on their flickering voidblades or immolating them with their rods of covenant, the Praetorians' gravity displacement packs and combat prowess make them truly deadly.

WARGEAR OPTIONS

- All models in this unit can each have their rod of covenant replaced with 1 particle caster and 1 voidblade.

UNIT COMPOSITION

- 5-10 Triarch Praetorians

Every model is equipped with: rod of covenant.

KEYWORDS: **Infantry, Fly, Triarch Praetorians**

FACTION KEYWORDS:
Necrons

CANOPTEK WRAITHS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Particle caster [DEVASTATING WOUNDS, PISTOL]	12"	3	2+	5	0	1
Transdimensional beamer	12"	1	4+	4	-2	3

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

ABILITIES

FACTION: **Reanimation Protocols**

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.

INVULNERABLE SAVE 4+

KEYWORDS: **Beasts, Fly, Canoptek, Wraiths**

FACTION KEYWORDS:
Necrons

CANOPTEK WRAITHS

These constructs serve as the eyes and ears of their masters while tomb worlds slumber, and as spectral assassins once their armies march out to war. Their dimensional destabilisation matrices allow them to phase in and out of reality, passing through solid objects and sliding their talons through armour, flesh and bone.

WARGEAR OPTIONS

- Any number of models can each be equipped with one of the following:
  - 1 particle caster
  - 1 transdimensional beamer
- Any number of models can each have their vicious claws replaced with whip coils.

UNIT COMPOSITION

- **3-6 Canoptek Wraiths**

Every model is equipped with: vicious claws.

KEYWORDS: **Beasts, Fly, Canoptek, Wraiths**

FACTION KEYWORDS:
Necrons

ANNIHILATION BARGE

M	T	SV	W	LD	OC
9"	8	3+	9	7+	3

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

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Reanimation Protocols**

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.

INVULNERABLE SAVE

4+

KEYWORDS: **Vehicle, Fly, Annihilation Barge**

FACTION KEYWORDS:
Necrons

ANNIHILATION BARGE

Slow-moving but deadly, Annihilation Barges serve as anti-infantry fire support platforms. They are often deployed to watch over important strategic locations, gliding serenely into position upon a cushion of repulsion energies before unleashing furious storms of eldritch lightning from their massive cannons.

WARGEAR OPTIONS

- This model's gauss cannon can be replaced with 1 tesla cannon.

UNIT COMPOSITION

- **1 Annihilation Barge**

This model is equipped with: gauss cannon; twin tesla destructor; armoured bulk.

KEYWORDS: **Vehicle, Fly, Annihilation Barge**

FACTION KEYWORDS:
Necrons

DOOMSDAY ARK

M	T	SV	W	LD	OC
9"	9	3+	14	6+	5

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Doomsday cannon [BLAST, HEAVY]	72"	D6+1	3+	15	-4	4
Gauss flayer array [LETHAL HITS, RAPID FIRE 5]	24"	5	3+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

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.

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.

INVULNERABLE SAVE

4+

KEYWORDS: **Vehicle, Fly, Doomsday Ark**

FACTION KEYWORDS:
Necrons

DOOMSDAY ARK

The Doomsday Ark is a direct-fire plasma artillery piece so powerful that it can threaten even the super-heavy war engines of the lesser races. This vehicle is solely dedicated to overwhelming long-ranged firepower, even diverting energy from its motive functions in order to unleash absolute obliteration upon the foe.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Doomsday Ark**

This model is equipped with: doomsday cannon; 2 gauss flayer arrays; armoured bulk.

KEYWORDS: **Vehicle, Fly, Doomsday Ark**

FACTION KEYWORDS:
Necrons

LOKHUST DESTROYERS

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss cannon [LETHAL HITS]	24"	3	3+	5	-2	2

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

ABILITIES

FACTION: **Reanimation Protocols**

Hard-wired for Destruction: Each time a model in this unit makes an attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1.

KEYWORDS: **Mounted, Fly, Lokhust Destroyers**

FACTION KEYWORDS:
Necrons

LOKHUST DESTROYERS

Lokhust Destroyers rely on speed and firepower to annihilate any life they encounter. Their repulsor-sled bodies and augmented kinetic compensators ensure they can fire on the move without reduction in efficiency, and their speed allows them to run even the swiftest prey to ground.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1-6 Lokhust Destroyers**

Every model is equipped with: gauss cannon; close combat weapon.

KEYWORDS: **Mounted, Fly, Lokhust Destroyers**

FACTION KEYWORDS:
Necrons

LOKHUST HEAVY DESTROYERS

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

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

ABILITIES

FACTION: **Reanimation Protocols**

Optimised for Slaughter: Each time a model in this unit makes an attack with an enmitic exterminator against an **INFANTRY** unit, 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.

KEYWORDS: **Mounted, Fly, Lokhust Heavy Destroyers**

FACTION KEYWORDS:
Necrons

LOKHUST HEAVY DESTROYERS

The Destroyer Cults think nothing of sacrificing their physical forms to optimise themselves for slaughter. Lokhust Heavy Destroyers skim to battle upon repulsor-sled bodies, their upper limbs bound into gauss destructors or enmitic exterminators with which they decimate their foes with devastating blasts from afar.

WARGEAR OPTIONS

- Any number of models can each have their gauss destructor replaced with 1 enmitic exterminator.

UNIT COMPOSITION

- **1-3 Lokhust Heavy Destroyers**

Every model is equipped with: gauss destructor; close combat weapon.

KEYWORDS: **Mounted, Fly, Lokhust Heavy Destroyers**

FACTION KEYWORDS:
Necrons

CANOPTEK DOOMSTALKER

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

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

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+.

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.

INVULNERABLE SAVE   4+

KEYWORDS: **Vehicle, Walker, Canoptek, Doomstalker**

FACTION KEYWORDS:
Necrons

CANOPTEK DOOMSTALKER

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 salvoes from their doomsday blasters.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Canoptek Doomstalker**

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

KEYWORDS: **Vehicle, Walker, Canoptek, Doomstalker**

FACTION KEYWORDS:
Necrons

GHOST ARK

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

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss flayer array [LETHAL HITS, RAPID FIRE 5]	24"	5	3+	4	0	1

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

Repair Barge: Once per phase, 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 phase.

INVULNERABLE SAVE   4+

KEYWORDS: **Vehicle, Fly, Transport, Dedicated Transport, Ghost Ark**

FACTION KEYWORDS:
Necrons

GHOST ARK

Ghost Arks are repair barges that glide amidst the ranks of the Necron legions, gathering up and repairing those androids too wrecked to reconstruct themselves and keep fighting. These vehicles are often pressed into service as armoured transports, advancing to disgorge fresh waves of fully repaired Necrons directly into the fight.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Ghost Ark**

This model is equipped with: 2 gauss flayer arrays; armoured bulk.

TRANSPORT

This model has a transport capacity of 10 **Necron Warrior** models and 1 **Necrons Infantry Character** model.
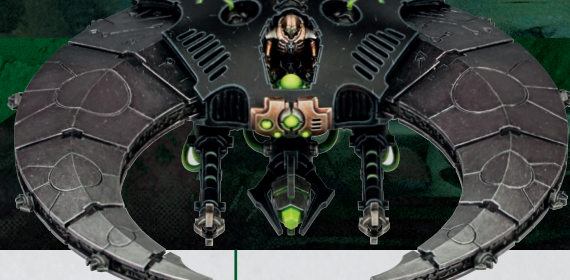
KEYWORDS: **Vehicle, Fly, Transport, Dedicated Transport, Ghost Ark**

FACTION KEYWORDS:
Necrons

DOOM SCYTHE

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0

RANGED WEAPONS	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+	7	0	2

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

Atavistic Instigation: Each time this model targets an enemy **INFANTRY** 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 with that weapon 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.

KEYWORDS: **Vehicle, Aircraft, Fly, Doom Scythe**

FACTION KEYWORDS:
Necrons

DOOM SCYTHE

The Doom Scythe is a terror weapon whose wailing engines evoke atavistic horror in the luckless foe. Their primary armament, the heavy death ray, is more frightening still, for wherever its searing energy beam carves through the enemy's ranks, it leaves nothing but blasted wreckage in its wake.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Doom Scythe**

This model is equipped with: heavy death ray; twin tesla destructor; armoured bulk.
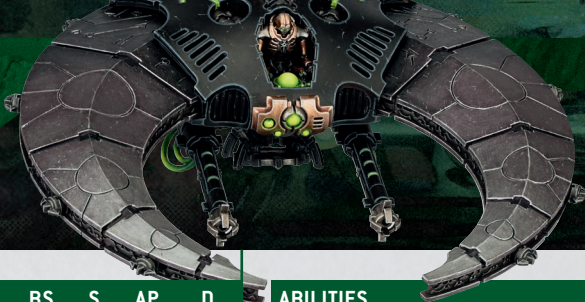
KEYWORDS: **Vehicle, Aircraft, Fly, Doom Scythe**

FACTION KEYWORDS:
Necrons

NIGHT SCYTHE

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0

⬙ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	36"	6	3+	7	0	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

ABILITIES

CORE: Deadly Demise D3

FACTION: Reanimation Protocols

Translocation 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**.

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.

KEYWORDS: **Vehicle, Aircraft, Fly, Transport, Night Scythe**

FACTION KEYWORDS:
Necrons

NIGHT SCYTHE

Many Necron invasions begin with Night Scythes flitting through a world's void defences. Potent aerial fighters in their own right, Night Scythes also employ invasion beams to generate captive wormholes through which invading infantry can march direct from distant Necron tomb worlds to begin their conquests anew.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Night Scythe

This model is equipped with: twin tesla destructor; armoured bulk.

TRANSPORT

This model has a transport capacity of 1 **Necrons Infantry** unit.

KEYWORDS: **Vehicle, Aircraft, Fly, Transport, Night Scythe**

FACTION KEYWORDS:
Necrons

OBELISK

M	T	SV	W	LD	OC
7"	14	2+	22	7+	8

⬡ RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tesla sphere [ANTI-FLY 4+, SUSTAINED HITS 2]	24"	6	3+	7	0	1

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Reanimation Protocols**

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, subtract 2" from the Move characteristic of models in that unit and subtract 2 from 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.

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.

KEYWORDS: **Vehicle, Titanic, Fly, Towering, Obelisk**

FACTION KEYWORDS:
Necrons

OBELISK

The Necron Obelisk is a slab-sided war engine designed to ensure air superiority. When enemy aircraft draw near, the Obelisk unleashes a powerful gravitic pulse that races out through the skies over the battlefield and swats the foe's fighters and airborne troops to the ground like luckless insects.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Obelisk**

This model is equipped with: 4 tesla spheres; armoured bulk.

KEYWORDS: **Vehicle, Titanic, Fly, Towering, Obelisk**

FACTION KEYWORDS:
Necrons

TESSERACT VAULT

M	T	SV	W	LD	OC
7"	12	2+	24	7+	8

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tesla spheres [SUSTAINED HITS 2]	24"	6	3+	7	0	1

C'TAN POWERS	RANGE	A	BS	S	AP	D
Antimatter Meteor [BLAST, DEVASTATING WOUNDS, INDIRECT FIRE]	24"	D6+3	3+	10	-3	3
Cosmic Fire [IGNORES COVER, DEVASTATING WOUNDS, TORRENT]	18"	3D6	N/A	6	-2	1
Time's Arrow [ANTI-CHARACTER 4+, DEVASTATING WOUNDS, PRECISION]	24"	1	2+	3	-2	6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+3**

FACTION: **Reanimation Protocols**

Powers of the C'tan: In your Shooting phase, when this model is selected to shoot, first select one of the C'tan Powers weapons (see left). Until the end of the phase, this model is equipped with that weapon in addition to its other weapons (this model cannot make attacks with any other C'tan Powers weapons you did not select in this way this phase).

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.

INVULNERABLE SAVE　　4+

KEYWORDS: **Vehicle, Titanic, Fly, Towering, Tesseract Vault**

FACTION KEYWORDS:
Necrons

TESSERACT VAULT

These super-heavy war engines channel the furious might of imprisoned Transcendent C'tan Shards, unleashing one unnatural phenomenon after another upon the foe. Yet should they ever be destroyed and the C'tan inside freed, the god-shard's wrath will be great indeed, and all should fear its rampage.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tesseract Vault

This model is equipped with: 4 tesla spheres; armoured bulk.

KEYWORDS: **Vehicle, Titanic, Fly, Towering, Tesseract Vault**

FACTION KEYWORDS:
Necrons

MONOLITH

M	T	SV	W	LD	OC
7"	14	2+	20	7+	8

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

ABILITIES

CORE: Deadly Demise D6, Deep Strike

FACTION: Reanimation Protocols

Eternity Gate: In the Reinforcements step of your Movement phase, you can select one **Necrons Infantry** unit from your army that is either in Reserves or on the battlefield (if you select the latter, remove that unit from the battlefield and place it into Reserves). That unit is then set up anywhere on the battlefield that is wholly within 6" of this model and not within Engagement Range of any enemy models. That unit cannot declare a charge this turn.

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.

KEYWORDS: **Vehicle, Titanic, Fly, Towering, Monolith**

FACTION KEYWORDS:
Necrons

MONOLITH

A Monolith is capable of skimming across the battlefield, or even descending from space. It can slaughter foes with its array of potent weapons, heal damage with the living metal of its hull and even teleport Necron reinforcements into battle through its shimmering eternity gate.

WARGEAR OPTIONS

- This model's 4 gauss flux arcs can be replaced with 4 death rays.

UNIT COMPOSITION

- **1 Monolith**

This model is equipped with: 4 gauss flux arcs; particle whip; portal of exile.

KEYWORDS: **Vehicle, Titanic, Fly, Towering, Monolith**

FACTION KEYWORDS:
Necrons

THE SILENT KING

	M	T	SV	W	LD	OC	
	7"	10	2+	16	5+	6	SZAREKH
	7"	10	2+	5	5+	1	TRIARCHAL MENHIR

⊕ RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Scythe of Dust [LETHAL HITS]	Melee	12	2+	8	-3	2

TRIARCH ABILITIES

Phaeron of the Stars (Aura): While a friendly **Necrons** unit is within 6" of this unit's Szarekh model, each time a model in that unit makes a ranged 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** unit is within 6" of this unit's Szarekh model, you can re-roll Charge rolls made for that unit.

Bringer of Unity (Aura): While a friendly **Necrons** unit is within 6" of this unit's Szarekh model, you can ignore any or all modifiers to the characteristics of models in that unit and to any roll or test made for models in that unit (excluding modifiers to saving throws).

ABILITIES

CORE: **Deadly Demise D6+3** (Szarekh model only)

FACTION: **Reanimation Protocols**

Voice of the Triarch: At the start of the battle round, select one Triarch ability (see left). Until the start of the next battle round, this unit has that ability.

The Silent King: Once per turn, at the end of your Command phase, you can select one friendly Battle-shocked **Necrons** unit within 12" of this unit's Szarekh model. That unit is no longer Battle-shocked.

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.

INVULNERABLE SAVE

4+

KEYWORDS: **Vehicle, Character, Epic Hero, Fly, The Silent King**

FACTION KEYWORDS:
Necrons

THE SILENT KING

The Silent King rides to war aboard his dais of dominion, flanked by the phaerons of his Triarch and orbited by crackling noctilith menhirs. He unleashes god-like powers of annihilation upon his dismayed foes, even as his absolute authority radiates out to empower the Necron legions and drive them to inevitable victory.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Szarekh – Epic Hero**
- **2 Triarchal Menhirs**

Szarekh is equipped with: Sceptre of Eternal Glory; Staff of Stars; Scythe of Dust.

Every Triarchal Menhir is equipped with: annihilator beam; close combat weapon.

SUPREME COMMANDER

If this unit is in your army, it must be your **Warlord**.

TRIARCHAL MENHIRS

If this unit's Szarekh model is destroyed, all of this unit's remaining Triarchal Menhir models are also destroyed.

KEYWORDS: **Vehicle, Character, Epic Hero, Fly, The Silent King**

FACTION KEYWORDS:
Necrons

CONVERGENCE OF DOMINION

M	T	SV	W	LD	OC
-	11	2+	10	7+	0

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

ABILITIES

FACTION: **Reanimation Protocols**

Reanimation Nodes (Aura): While a friendly **Necrons** unit is within 6" of this **Fortification**, each time that unit's Reanimation Protocols activate, you can re-roll the dice rolled to determine how many wounds are reanimated.

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.

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.

KEYWORDS: **Fortification, Vehicle, Convergence of Dominion**

FACTION KEYWORDS:
Necrons

CONVERGENCE OF DOMINION

Starsteles were placed upon worlds as territorial markers and silent guardians by jealous Necron nobles. Over the millennia they have become forgotten archaeological curios, or feared sources of superstitious rumour about vanishments and strange lights. Now they awaken again as their masters do.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **3 Convergence of Dominion Starsteles**

Every model is equipped with: transdimensional abductor.

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.

KEYWORDS: **Fortification, Vehicle, Convergence of Dominion**

FACTION KEYWORDS:
Necrons