

HIEROTEK CIRCLE

STRATEGY PLOY

RELENTLESS ONSLAUGHT

Necrons are relentless and implacable, making up for their lack of accuracy with unthinking determination.

Whenever a friendly **HIEROTEK CIRCLE** operative is shooting an operative within 8" of it, that friendly operative's ranged weapons have the Balanced weapon rule. Note that when you're using the Magnify weapon rule, this operative must still be within 8" of the target to use this rule (not the other friendly operative from which you're determining a valid target).

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UNDYING ANDROIDS

The living metal forms of Necrons are resistant to the majority of weapons wielded by the galaxy's primitive biological species.

Whenever an operative is shooting a friendly **HIEROTEK CIRCLE**  operative, if you cannot retain any cover saves, you can retain one of your defence dice as a normal success without rolling it.

HIEROTEK CIRCLE SKULL STRATEGY PLOY

METHODICAL ELIMINATION

Necrons often trade speed of movement for steadfast resilience and unrelenting firepower.

Friendly HIEROTEK CIRCLE SKULL operatives' melee weapons have the Accurate 1 weapon rule. Whenever a friendly HIEROTEK CIRCLE SKULL operative is fighting during an activation in which it hasn't moved more than its Move stat, or whenever it's retaliating, its melee weapons have the Accurate 2 weapon rule instead.

HIEROTEK CIRCLE^{SKULL} STRATEGY PLOY

COMMAND UNDERLINGS

Necron Crypteks and Apprenteks wield their underlings like puppets, directing their every movement and action in order to confound the enemy.

Select one of the following:

- **SUPPORT.** Each other friendly **HIEROTEK CIRCLE^{SKULL}** operative visible to and within 6" of a friendly **CRYPTEK** operative can immediately perform a free **Dash** action in an order of your choice.
- **SUPPORT.** Each other friendly **HIEROTEK CIRCLE^{SKULL}** operative (excluding **CRYPTEK**) visible to and within 3" of a friendly **APPRENTEK** operative can immediately perform a free **Dash** action in an order of your choice.