Most Necrons units are drawn from a dynasty. When you include such a unit in your army, you must nominate which dynasty it is from and then replace the **\<DYNASTY\>** keyword in every instance on its datasheet with the name of your chosen dynasty. This could be one of the dynasties detailed a Warhammer 40,000 publication, or one of your own design.

Example: If you include a Royal Warden in your army, and you decide it is from the Novokh Dynasty, its **\<DYNASTY\>** *keyword becomes* **NOVOKH** *and its Relentless March ability reads 'While a friendly* **NOVOKH CORE** *unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.'*

If your army is Battle-forged, you cannot include units from two different dynasties in the same Detachment.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

DIMENSIONAL TRANSLOCATION

The Necrons are unparalleled masters of technological lore, and can even bend the dimensions of space to suit their whims.

During deployment, you can set up this unit in a hyperspace dimension instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

LIVING METAL

The Necrons' semi-sentient metal skin lets them heal mid-battle.

At the start of your Command phase, each model in this unit regains 1 lost wound.

REANIMATION PROTOCOLS

Should a Necron be slain, its body becomes wreathed in an eerie glow. Crawling limbs reattach. Sundered torsos and smashed skulls reform amidst emerald sparks. Witchlights flare back to life within dead eye-lenses and the Necron rises again, shambling back into their battle line. Those Necrons too catastrophically damaged to reform vanish instead, teleported away to their tombs for repair.

Each time an enemy unit shoots or fights, after it makes its attacks, if any models in this unit were destroyed as a result of those attacks but this unit was not destroyed, this unit's reanimation protocols are enacted and those destroyed models begin to reassemble.

Each time a unit's reanimation protocols are enacted, make Reanimation Protocol rolls for that unit by rolling a number of D6 equal to the combined Wounds characteristics of all the reassembling models. Each Reanimation Protocol roll of 5+ is put into a pool. A Reanimation Protocol roll can never be modified by more than -1 or +1.

If the number of dice in that pool is greater than or equal to the Wounds characteristic of any of the reassembling models, select one of those models to be Reanimated. A Reanimated model:

- Is added back to its unit with its full wounds remaining.
- Can only set up within Engagement Range of enemy units that are already within Engagement Range of the Reanimated model's unit.
- Cannot, if it is your Charge phase, be set up closer to any enemy units that are targets of a charge declared by its unit this phase.
- No longer counts as having been destroyed for the purposes of Morale tests this turn.

You then reduce the number of dice in that pool by a number equal to the Wounds characteristic of the Reanimated model and repeat this process until either there are no more reassembling models, or the number of dice remaining in the pool is less than the Wounds characteristic of any of the reassembling models. Any models that did not Reanimate fail to reassemble, and any dice remaining in the pool are discarded.

Example: In the Shooting phase, an enemy unit targets and makes its attacks against a 5-strong unit of Lychguard, destroying 3 models and leaving another with only one wound left. The Lychguard units reanimation protocols are enacted, and you now make Reanimation Protocol rolls for it. Each Lychguard has a Wounds characteristic of 2, so you would roll a total of six D6s. If you rolled 1, 3, 4, 5, 5 and 6, you would put three dice into a pool. This pool contains enough dice to Reanimate one of the destroyed models, and so it is set back up on the battlefield. After that model has been Reanimated, there is only one dice remaining in your pool. This is not enough to Reanimate another reassembling Lychguard model, as it is less than the models Wounds characteristic; this dice is therefore discarded.

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.

If every unit from your army (excluding **DYNASTIC AGENT**, **C'TAN SHARD** and **UNALIGNED** units) is from the same dynasty, and you select a **NECRONS CHARACTER** model to be your **WARLORD**, this unit is eligible to benefit from this ability and the following rules apply.

After both sides have deployed, but before you have determined who will have the first turn, you must assign a different one of the command protocols below to each of the first five battle rounds, and note this down secretly on your army roster.

Example: Matts army is led by an Overlord (a **NECRONS CHARACTER** *), and every model in it is from the same dynasty, therefore he must assign command protocols. He selects the following, writing them down on his army roster:*

- *Battle Round 1 = 2 (Sudden Storm)*
- *Battle Round 2 = 3 (Vengeful Stars)*
- *Battle Round 3 = 5 (Undying Legions)*
- *Battle Round 4 = 4 (Hungry Void)*
- *Battle Round 5+ = 1 (Eternal Guardian)*

Designers Note: If you have a set of Necrons Datacards, you can instead assign your command protocols by selecting the five corresponding cards you wish to use and placing them in a face-down deck in an order such that - by turning over the top card at the start of each battle round - you reveal the command protocol that will be active for your army that battle round.

At the start of each battle round, if any **NECRONS CHARACTER** units from your army are on the battlefield, the command protocol that you assigned to that battle round becomes active for your army until the end of that battle round. Each command protocol is made up of two directives. When a command protocol becomes active for your army, reveal it to your opponent and select one of its directives. Until the assigned command protocol stops being active, while a unit that is eligible to benefit from this ability is on the battlefield, that unit benefits from the selected directive.

In addition, if all units from your army are from the same dynasty (excluding **DYNASTIC AGENT**, **C'TAN SHARD** and **UNALIGNED** units), select one command protocol that has not been assigned to a battle round (there will typically only be one). That command protocol is active in every battle round in addition to the one assigned to that battle round – select which directive your units will benefit from at the start of each battle round. Note that if this additional command protocol is the one described in your dynasty's code, this means both of its directives apply to all units with this ability in your army in every battle round, in addition to the protocol assigned to that battle round. The available command protocols are shown below.

Designer's Note: Some rules refer to 'the active command protocol', in these instances these rules refer to all command protocols that are active for your army.

1. Protocol of the Eternal Guardian

Temporary dimensional shielding flickers into being around the Necrons as they stand tall upon the battlefield like graven statues.

- Directive 1: Each time an attack is made against this unit, if it did not make a Normal Move, Advance or Fall Back this battle round, this unit receives the benefit of Light Cover
- Directive 2: Each time an enemy unit declares a charge against this unit, if this unit is not within Engagement Range of any enemy units, it can either Hold Steady or Set to Defend.
- If it Holds Steady, then until the end of the phase, any Overwatch attacks made by models in that unit score hits on unmodified rolls of 5+, instead of 6.
- If it Sets to Defend, then until the end of the phase, it cannot fire Overwatch, but until the end of the next Fight phase, each time a model in that unit makes a melee attack, add 1 to that attacks hit roll.

2. Protocol of the Sudden Storm

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

- Directive 1: Add 1" to the Move characteristic of models in this unit.
- Directive 2: If this unit is performing an action, it can still make attacks with ranged weapons without that action failing.

3. Protocol of the Vengeful Stars

Criss-cross fire leaps from the Necron ranks, forming a blazing corona of deadly energy from which there can be no escape.

- Directive 1: Each time a model in this unit makes a ranged attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.
- Directive 2: Each time a model in this unit makes a ranged attack that targets a unit within half range, the target does not receive the benefits of cover to its saving throw against that attack.

4. Protocol of the Hungry Void

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

- Directive 1: Each time a model in this unit makes a melee attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.
- Directive 2: Each time a model in this unit makes a melee attack, if this unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attacks Strength characteristic.

5. Protocol of the Undying Legions

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

- Directive 1: Each time this unit uses its Living Metal ability, each model in this unit regains 1 additional lost wound.
- Directive 2: Each time you make Reanimation Protocol rolls for this unit, you can re-roll one of the dice.

6. Protocol of the Conquering Tyrant

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

- Directive 1: Add 3" to the range of this unit's aura abilities (to a maximum of 12") and increase the range of the following abilities this unit has by 3" (to a maximum of 12"): **Lord's Will**; **My Will Be Done**; **Rites of Reanimation**.
- Directive 2: This unit is eligible to shoot in a turn in which it Fell Back, but if it does, then until the end of the turn, each time a model in this unit makes a ranged attack, subtract 1 from that attack's hit roll.

WEAPON DEFINITIONS

Some rules refer to 'gauss weapons' or 'tesla weapons'. The definitions of these weapons for the purposes of such rules can be found below:

GAUSS WEAPONS

A gauss weapon is any weapon whose profile includes the word 'gauss' (gauss blaster, gauss flayer array, etc.), and any Relic that replaces such a weapon (e.g. Conduit of Stars).

TESLA WEAPONS

A tesla weapon is any weapon whose profile includes the word 'tesla' (tesla carbine, twin tesla destructor, etc.), and any Relic that replaces such a weapon. The Voltaic Staff is also a tesla weapon.

DETACHMENT RULES

A **NECRONS** Detachment is one that only includes models with the **NECRONS** keyword (excluding models with the **UNALIGNED** keyword).

- **NECRONS** Detachments gain the Royal Court and Dynastic Agents and Star Gods abilities.
- **NECRONS** units in **NECRONS** Detachments gain the Dynastic Codes ability.
- Troops units in **NECRONS** Detachments gain the Objective Secured ability.

DYNASTIC CODES

The scattered dynasties of the Necrons pursue many different paths to dominance, embracing their own traditions, arcane technologies and martial doctrines.

All **NECRONS** units with this ability, and all the models in them, gain a Dynastic Code so long as every unit in that Detachment is from the same dynasty. The Dynastic Code they gain depends upon which dynasty they are from, as shown below.

Example: A Mephrit unit with the Dynastic Codes ability gains the Solar Fury code.

If your dynasty does not have an associated Dynastic Code, you must instead create a new Dynastic Code for them, as described here. This allows you to customise the rules for your Necrons dynasty to best represent their fighting style on the battlefield.

In either case, write down all of your Detachments' Dynastic Codes on your army roster.

THE ROYAL COURT

A strict hierarchy dictates every aspect of the Necrons' Royal Courts. Though titles such as Nemesor, Vargard or Heirophactor confer far-reaching duties and martial authority, it is literally encoded into the Necrons' personality engrams to offer ultimate deference to the highest-placed noble on the battlefield.

When mustering your army, if it contains **THE SILENT KING** model, that model must be selected as your **WARLORD**. Otherwise, if your army contains a **PHAERON** model, that model must be selected as your **WARLORD**. Otherwise, if your army contains an **OVERLORD** model, that model must be selected as your **WARLORD**. Otherwise, if your army contains a **LORD** model, that model must be selected as your **WARLORD**. If your army contains none of the listed models, select your **WARLORD** as normal.

DYNASTIC AGENTS AND STAR GODS

There are those who move amongst the dynasties and switch their allegiances as best suits their needs, or else are seen as naught but chattel to be used and discarded at will.

- **DYNASTIC AGENT** and **C'TAN SHARD** units can be included in a **NECRONS** Detachment without preventing other units in that Detachment from gaining a Dynastic Code.
- **DYNASTIC AGENT** and **C'TAN SHARD** units never gain a Dynastic Code.
- You can include a maximum of one **C'TAN SHARD** model in each **NECRONS** Detachment in your army.

DYNASTIC CODES

MEPHRIT: SOLAR FURY

The Mephrit have harnessed the wrath of captive stars to imbue into their weapons. This raging solar energy confers immense raw power and can sear through even the thickest armour with ease.

- Add 3" to the Range characteristic of ranged weapons (excluding Pistols) that models with this code are equipped with.
- Each time a model with this code makes a ranged attack that targets a unit within half range, the Armour Penetration characteristic of that attack is improved by 1.
- When the Protocol of the Vengeful Stars becomes active for your army, if every unit in your army (excluding **DYNASTIC AGENT** and **C'TAN SHARD** units) has this code, you can select both of that command protocol's directives instead of just one.