		NECRON					ANN	IIHILAT	TON RA	RGE - C	ore Deci	mator			1.5	6 Pts
	Necrons	s - Dynasty	y Mephrit				11111		IOI DI		ore Deer	macor			10	
1	7			.X	(4)			6			X	144		0		
Full HP	9"	13"		3+	4+	6	11	11	11	9	3	2	7+	4	3+	4++/4++
Mid HP	6"	9"		4+	5+	6	10	10	10	6	2	2	8+	3	3+	4++/4++
Low HP	3"	4"		5+	6+	6	9	9	9	3	1	2	9+	2	3+	4++/4++

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.

Explosive Fatal Demise When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.

Unit Special Rules

Shred / Skimmer / Oppen-topped

Weapons		(O		Q	Pts
Tesla cannon	24"	4	6	0	1	Heavy - Sustained Hits 2	14
Twin tesla destructor	36"	6	8	0	2	Heavy - Twin - Sustained Hits 2	22
Vehicles close combat	Melee	User	User	0	1	Melee	

Unit type **Faction Aptitudes** Reanimation

Protocols

Uncanny Artificers

		NECRON - Dynast		t			ANN	IHILATI	ON BAI	RGE - Th	under M	achine			15	0 Pts
1	(*			TEN TO					X	14		0		
Full HP	9"	13"		3+	4+	6	11	11	11	9	3	2	7+	4	3+	4++/4++
Mid HP	6"	9"		4+	5+	6	10	10	10	6	2	2	8+	3	3+	4++/4++
Low HP	3"	4"		5+	6+	6	9	9	9	3	1	2	9+	2	3+	4++/4++

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.

Explosive Fatal Demise

When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.

Unit Special Rules

Shred / Skimmer / Oppen-topped

Weapons		(*			Ø,	Pts
Gauss cannon	24"	3	5	-2	2	Heavy - Lethal Hits	8
Twin tesla destructor	36"	6	8	0	2	Heavy - Twin - Sustained Hits 2	22
Vehicles close combat	Melee	User	User	0	1	Melee	

Unit type Faction Aptitudes Reanimation

Protocols

Uncanny Artificers

		NECRON s - Dynast		t			CANO	OPTEK I	REANIM	ATOR -	Autonom	ous Med	lical Auto	omaton		12	2 Pts
1	•		*			(E)			6			X	14		0		
Full HP	7"	10"		4+	4+	5		9	9	9	6	4	2	7+	3	3+	4++/4++
Mid HP	5"	7"		5+	5+	5		8	8	8	4	3	2	8+	2	3+	4++/4++
Low HP	2"	3"		6+	6+	5		7	7	7	2	2	2	9+	1	3+	4++/4++

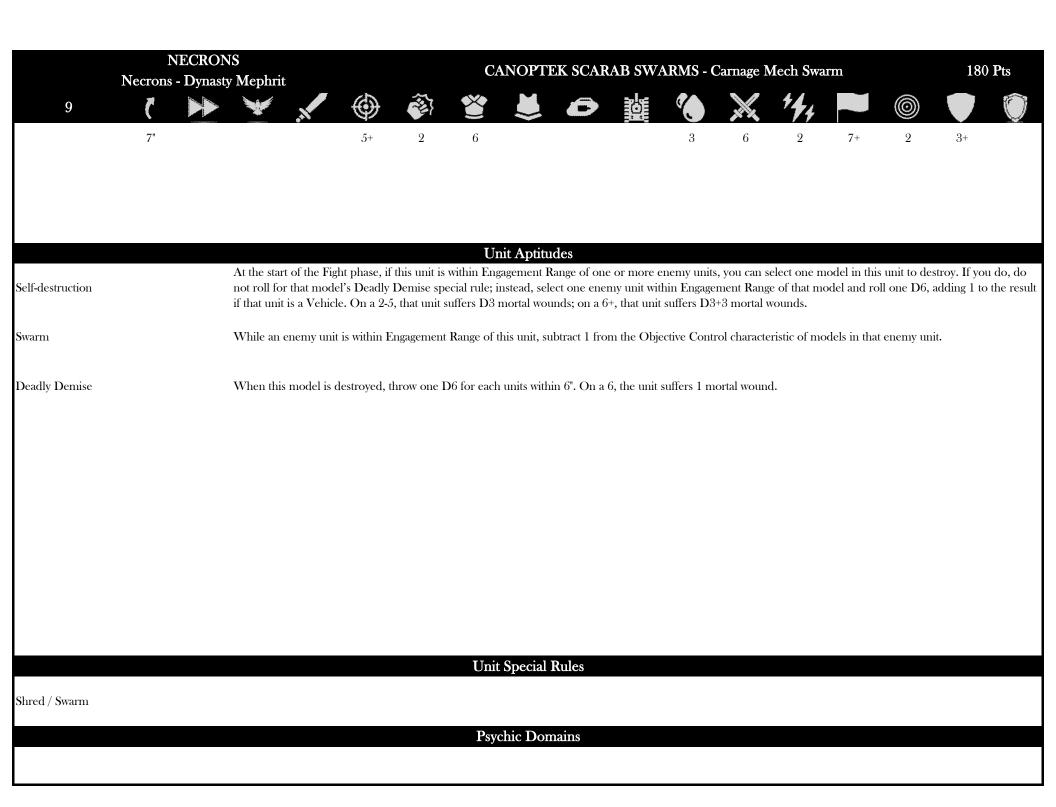
Nanoscarab Reanimation Beam (Aura) While a friendly Necrons unit is within 12" of this model, each time that unit's Reanimation Protocols activate, that unit reanimates an additional D6 wounds

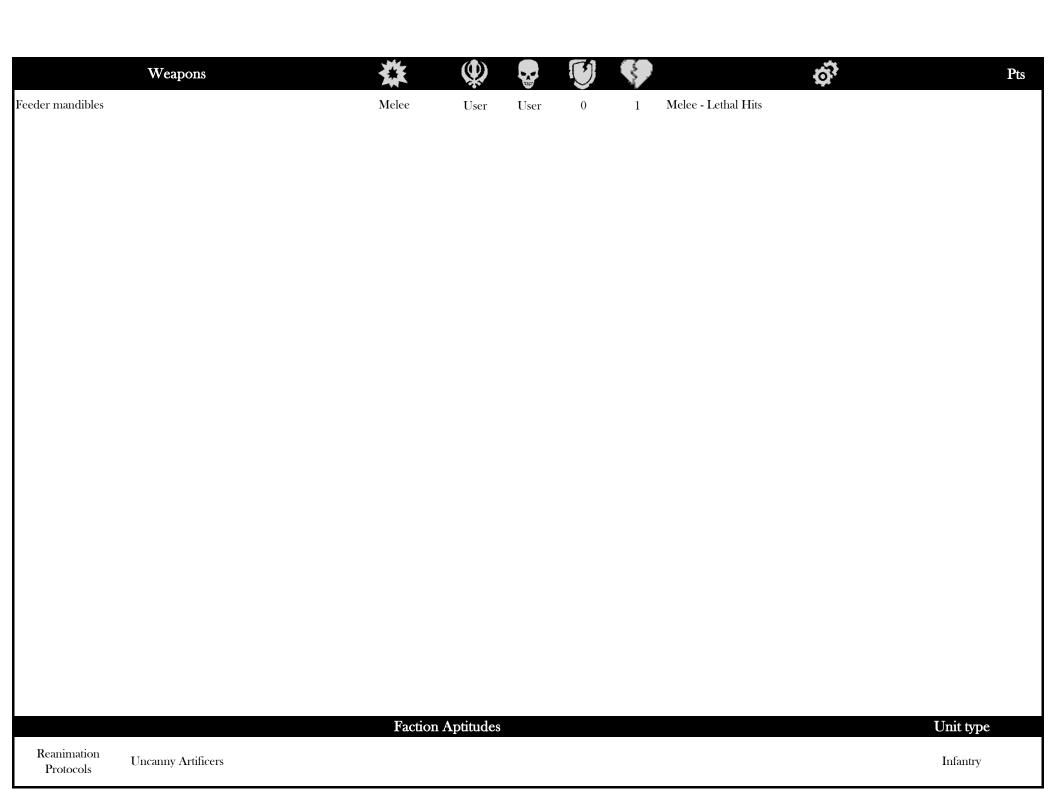
Lethal Demise When this model is destroyed, throw one D6 for each units within 6". On a 6, the unit suffers D3 mortal wounds.

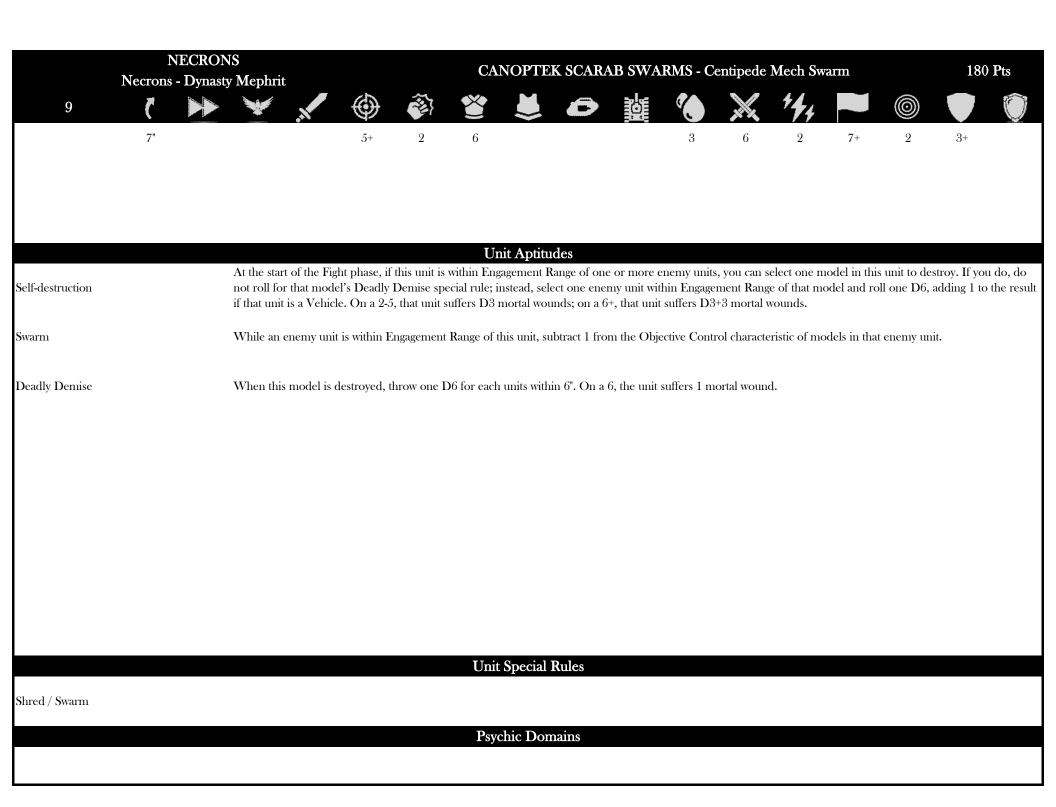
Unit Special Rules

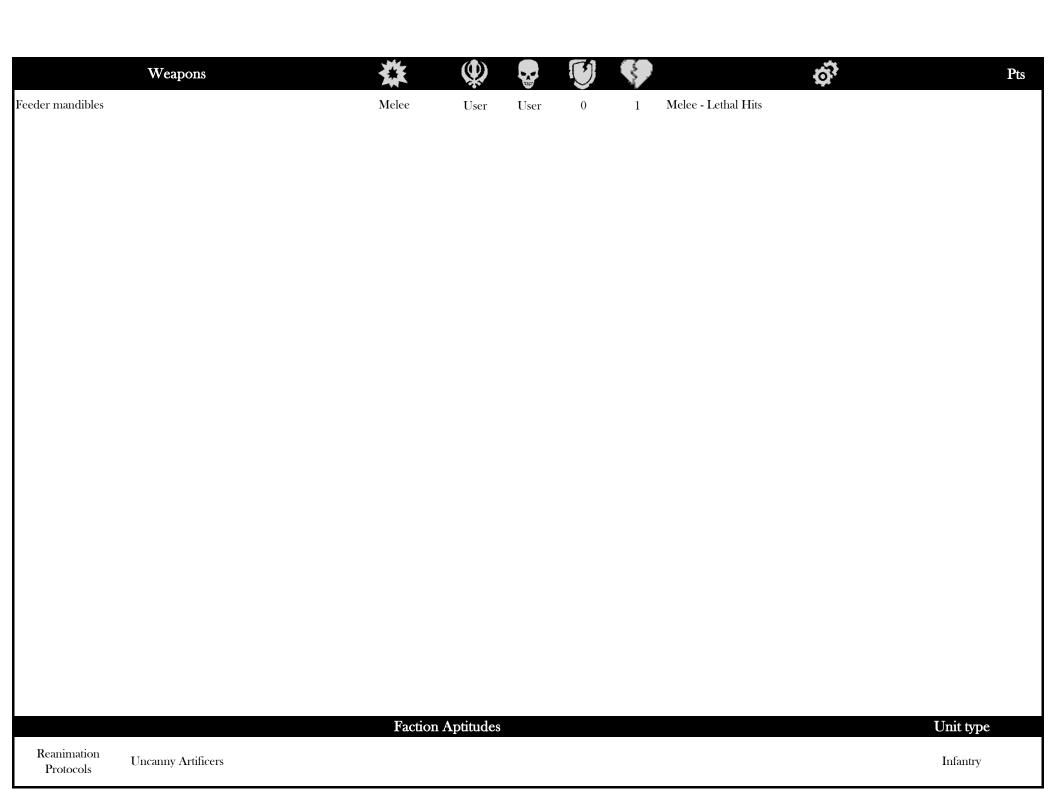
Shred / Fearless

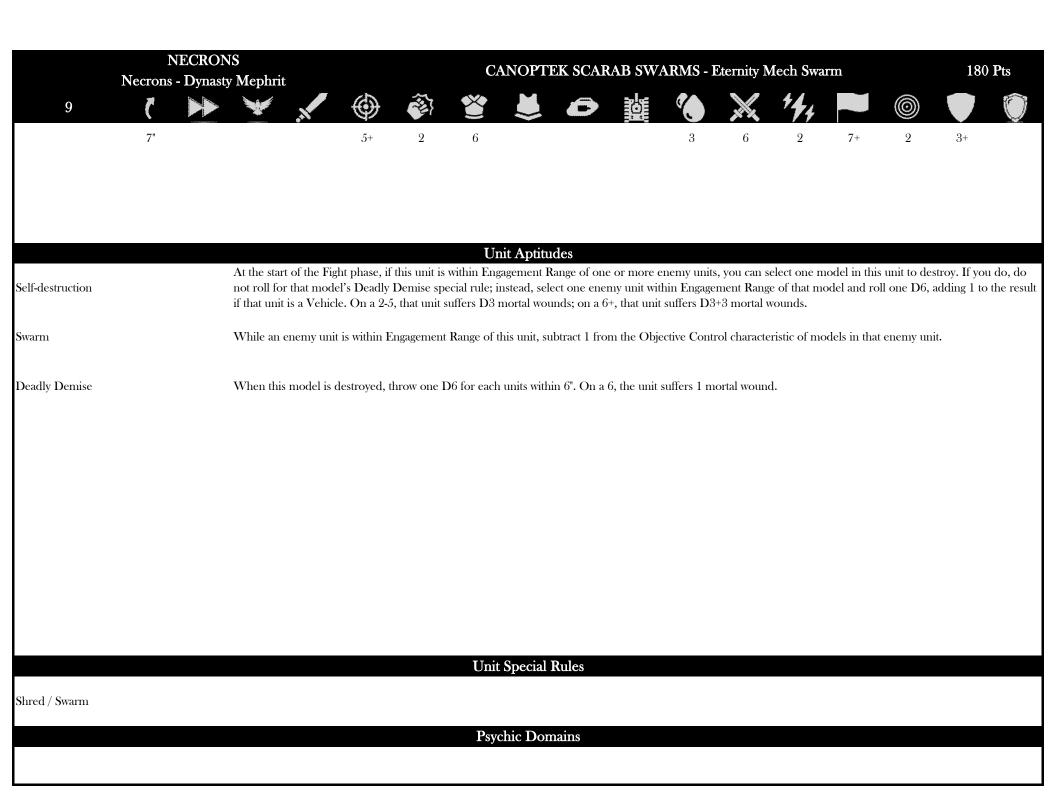
Weapons	淼	(3				©	Pts
Atomiser beam	12"	3	6	-2	1	Assault		12
Reanimator's claws	Melee	User	User	0	1	Melee		
	Faction	Aptitudes						Unit type
Reanimation Protocols Uncanny Artificers								Vehicle

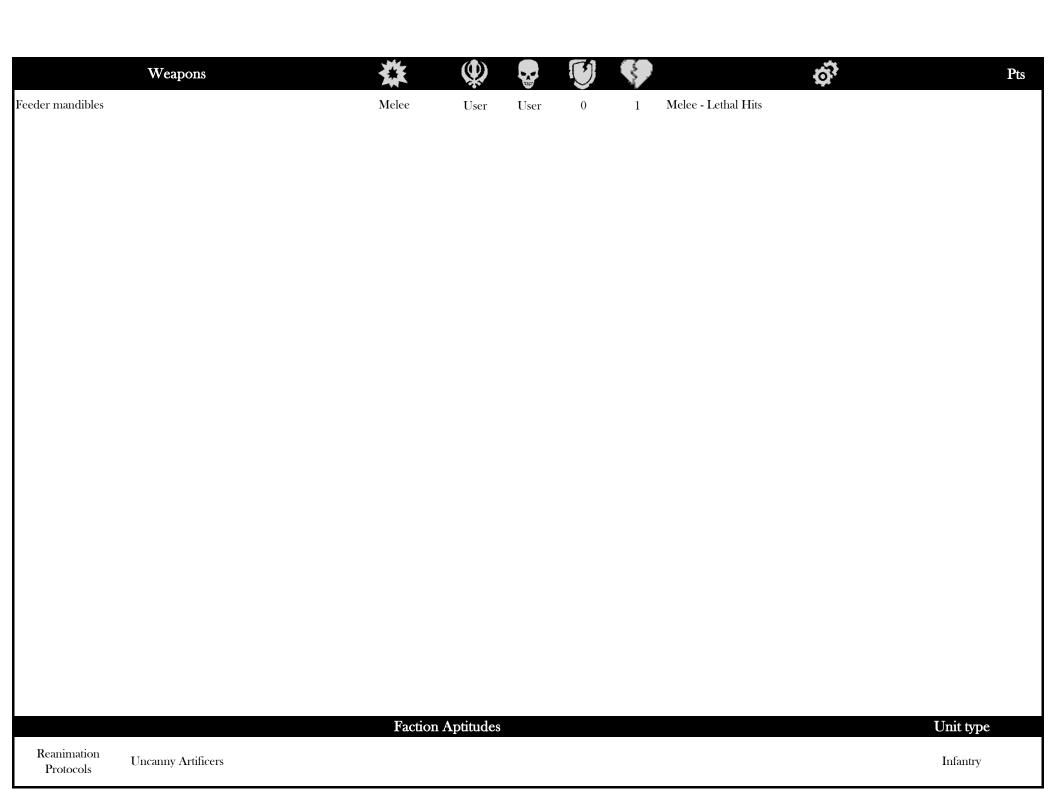


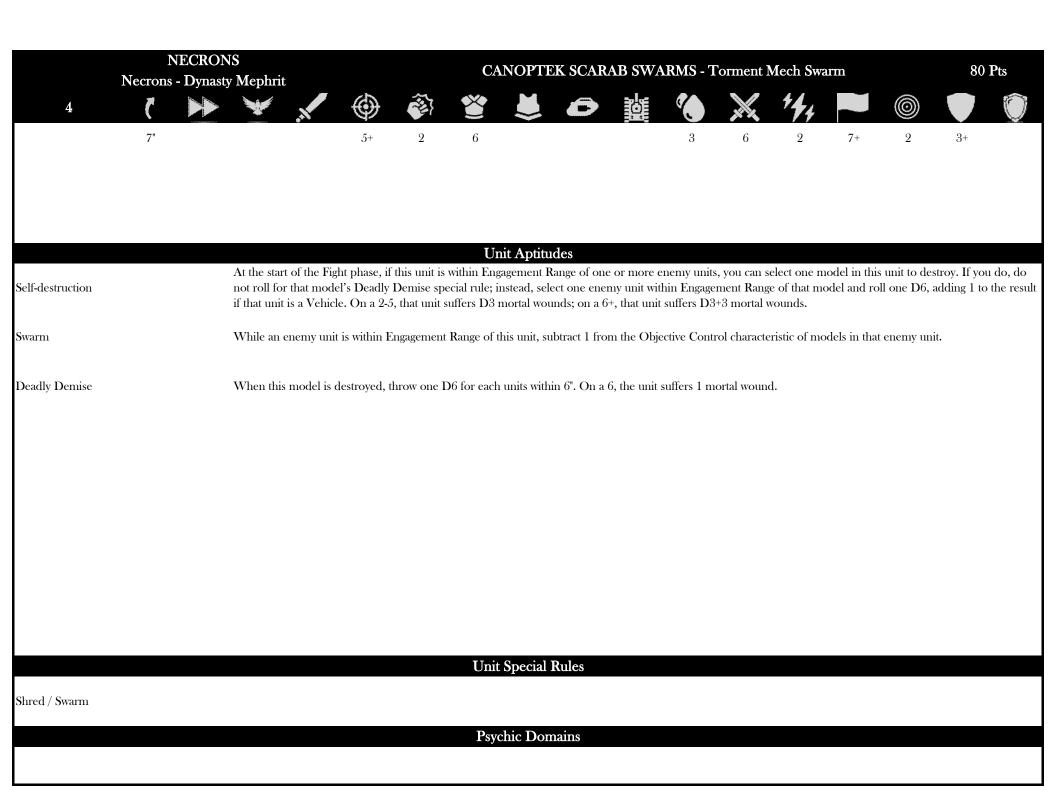


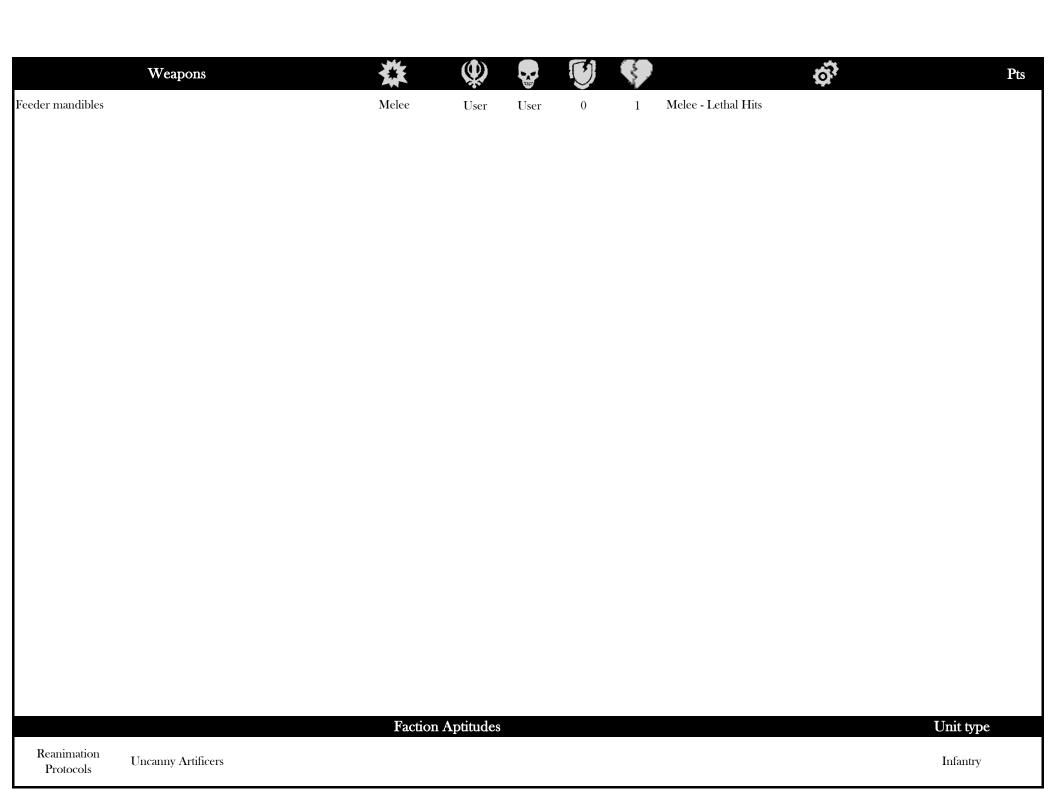












		NECRON - Dynast	NS y Mephrit					CA	NOPTEK	SPYDE	ERS - Ahs	kaf & Gi	lufret			190) Pts
1	7				(4)	TEN I			(5)			X	144		0		C
Full HP	8"	\$2000000 mmmm2200000 7	-000 000000000000000000000000000000000	3+	4+	6	10	·			6	5	2	8+	2	3+	
Mid HP	7"			4+	5+	5	9				4	4	2	9+	1	3+	
Low HP	6"			5+	6+	4	8				2	3	2	10+		3+	
							Ur	nit Aptitu	des								
anoptek Swarm					hase, select model in th		lly Canopte	k Scarab S	warm unit v	vithin 6" of	this unit. O	ne destroy	red model is	s returned t	to that Cand	optek Scara	ab Swar
loom Prism (Aura)			While a fri	iendly Nec	rons unit is	within 6" o	of the beare	r, models	in that unit	have the Fe	eel no Pain	(4+) specia	l rule again:	st Psychic A	Attacks.		
abricator Claw Arra	y (Aura)		While a fri	iendly Nec	rons Vehic	le unit is w	rithin 6" of t	he bearer,	that unit ha	s the Feel 1	no Pain (6+)	special ru	le.				
eadly Demise			When this	model is d	lestroyed, t	hrow one l	D6 for each	units with	in 6". On a	6, the unit	suffers 1 m	ortal woun	d.				
							I Init	Special	Rules -								
nred / Fearless								- Special									
							Pezz	chic Don	nains								

Weapons		(4)	A SEE			©	Pts
Automaton claws	Melee	User	+2	-2	2	Melee	26
Twin particle beamer	18"	2	6	0	D 3	Assault - Twin - Blast - Devastating Wounds	24
		A					T
	Faction	Aptitudes					Jnit type

Monster / Jet Pack

Reanimation

Protocols

Uncanny Artificers

	Necrons	ECRON - Dynasty		;				\mathbf{C}_{λ}	ANOPTE	K WRA	ITHS - I	Oomstall	kers			19	2 Pts
1	7					THE STATE OF THE S			6			X	144		0		
Full HP	9"	**************************************	**************************************	4+	4+	4	9				3	8	2	8+	2	3+	3++/3
Mid HP	8"			5+	5+	3	8				2	7	2	9+	1	3+	3++/8
Low HP	7"			6+	6+	2	7				1	6	2	10+		3+	3++/8
							Uı	nit Apti tu	ıdes								
raith Form			Each time that enemy				ou can sele	ct one ene	my unit it m	oved over	during that	move and	roll one De	o for each n	nodel in th	is unit: for	each 4+
riftstrike			A model a	ttacking wi	th Whip co	oils adds 3	to its Initiat	ive during	the Fight ph	ase.							
eadly Demise			When this	model is o	destroyed, t	hrow one l	D6 for each	units with	in 6". On a	6, the unit	suffers 1 m	ortal woun	d.				
							Unit	Special	Rules								

Weapons		(11213333333333333		3	₫	Pts
Particle caster	12"	3 5	0	1	Pistol - Devastating Wounds	15
Whip coils	Melee	x2 User	0	1	Melee	27
	Faction A	Aptitudes				Unit type
Reanimation Protocols Uncanny Artificers						Monster

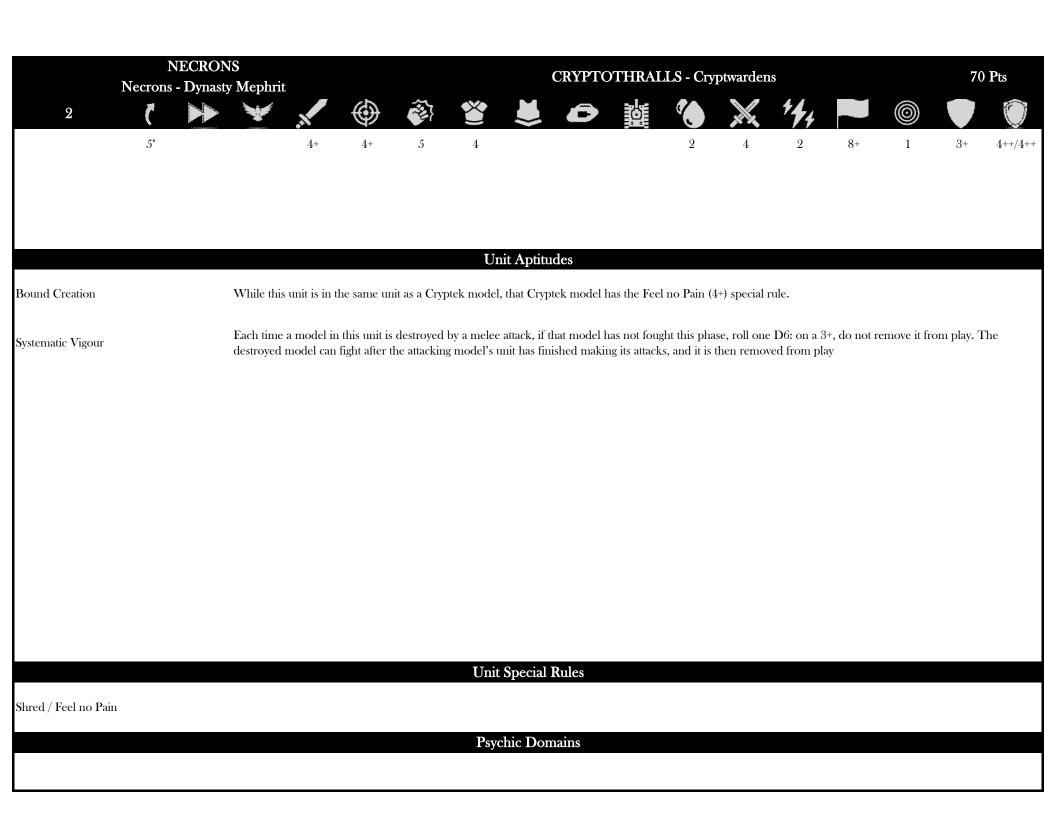
		NECRON - Dynasty						CA	NOPTER	WRAI	ΓHS - So	ul Harbii	ngers			21	0 Pts
1	(**		W			TEN TO			6			X	+44		0		
Full HP	9"	**************************************	40000 mmm 4000.A	2+	4+	4	9			= =	3	8	2	8+	2	3+	3++/3
Mid HP	8"			5+	5+	3	8				2	7	2	9+	1	3+	3++/8
Low HP	7"			6+	6+	2	7				1	6	2	10+		3+	3++/8
							Uı	iit A ptitu	des								
aith Form			Each time that enemy				ou can sele	ct one ene	my unit it m	oved over	during that	move and	roll one D6	for each n	nodel in th	is unit: for	each 4
ftstrike			A model a	ttacking wit	th Whip co	ils adds 3 t	o its Initiat	ive during	the Fight ph	ase.							
adly Demise			When this	model is d	lestroyed, t	hrow one I	D 6 for each	units with	in 6". On a	6, the unit	suffers 1 m	ortal wound	d.				
							Unit	Special	Rules								

Weapons	*	Φ		O			₫	H
ansdimensional beamer	12"	1	4	-2	3	Assault		2
ious claws	Melee	User	+4	-1	2	Melee		ć
	Faction	n Aptitudes						Unit type

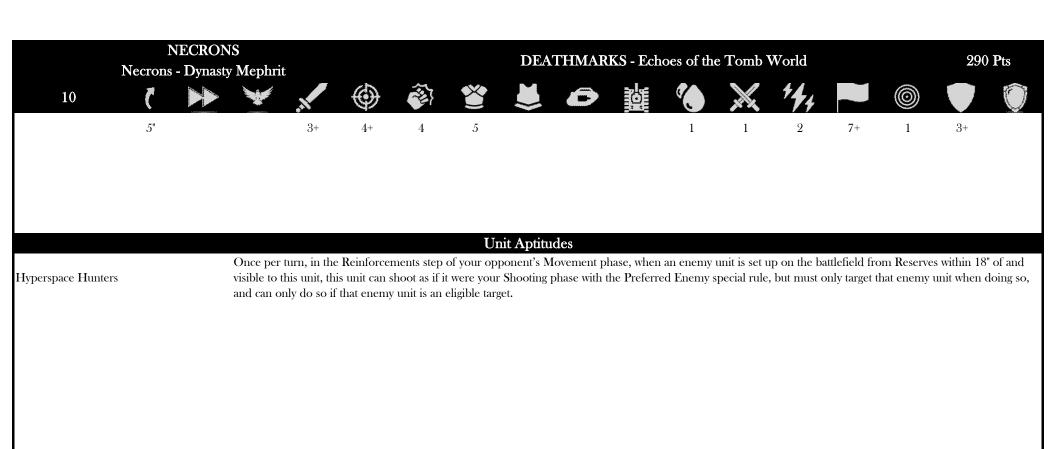
Protocols

		NECRON - Dynasty		+				CA	NOPTE	K WRAI	THS - W	Vraithstal	kers			19	2 Pts
1	(*)		•		(4)	(E)			6			X	+44		0		C
Full HP	9"	· · · · · · · · · · · · · · · · · · ·	4000000000000A	2+	4+	4	9				3	8	2	8+	2	3+	3++/3
Mid HP	8"			5+	5+	3	8				2	7	2	9+	1	3+	3++/
Low HP	7"			6+	6+	2	7				1	6	2	10+		3+	3++/
							Uı	nit Aptitu	ıdes								
nith Form					nds a Norm rs 1 mortal		ou can sele	ect one ene	my unit it m	oved over	during that	move and	roll one D6	for each n	nodel in th	is unit: for	each 4
tstrike			A model a	attacking wi	th Whip co	oils adds 3 t	to its Initiat	ive during	the Fight ph	ase.							
dly D emise			When this	s model is o	lestroyed, t	hrow one l	D6 for eacl	n units with	in 6". On a	6, the unit	suffers 1 m	ortal woun	d.				
							Unit	Special	Rules								
d / Fearless / Ro	ending							•									
,,								chic Don									

Weapons		(11213333333333333		3	₫	Pts
Particle caster	12"	3 5	0	1	Pistol - Devastating Wounds	15
Whip coils	Melee	x2 User	0	1	Melee	27
	Faction A	Aptitudes				Unit type
Reanimation Protocols Uncanny Artificers						Monster



Weapons	*	(U	(3)		Ø,	Pts
Close combat weapon	Melee	User	User	0	1	Melee		
Scouring eye	6"	2	5	-1	1	Pistol - Assault		10
	Faction	Aptitudes	3					Unit type
Reanimation Protocols Uncanny Artificers								Infantry



Unit Special Rules

Shred / Deep Strike

	Weapons	数	Φ)	- Table Tabl	U	(3)	Ø,	Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Synaptic disintegrator		36"	1	5	-2	2	Heavy - Precision Shots	90
		Faction	n Aptitudes					Unit type
Reanimation Protocols	Uncanny Artificers							Infantry

		NECRON - Dynasty	t			Do	OOMSD	AY ARK	- Ravage	Gun Sys	tem			219	9 Pts
1	7				TEST TEST					X	144		0		
Full HP	9"	13"	3+	4+	6	12	12	12	14	3	2	6+	5	3+	4++/4++
Mid HP	6"	9"	4+	5+	6	11	11	11	9	2	2	7+	4	3+	4++/4++
Low HP	3"	4"	5+	6+	6	10	10	10	5	1	2	8+	3	3+	4++/4++

Overwhelming Obliteration

In your Movement phase, if this model Remains Stationary, until the end of the turn, its Doomsday cannon Weapon has the Devastating Wounds special rule, a successful unmodified Hit roll of 5+ scores a Critical Hit. and add 1 to the Hit and Wound rolls for this weapon,

Explosive Fatal Demise

When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.

Unit Special Rules

Shred / Skimmer / Oppen-topped

Weapons	*	(3	U		© 7	Pts
Doomsday cannon - Low power	24"	1	8	-3	D 3+4	Heavy - Blast	16
Doomsday cannon - High power	72"	1	15	-4	D6+4	Primary - Large Blast	27
Vehicles close combat	Melee	User	User	0	1	Melee	
Gaussflayer array	24"	5	4	0	1	Salvo $5/10$ - Rapid Fire 5 - Lethal Hits	16

Faction Aptitudes Unit type

Reanimation Protocols

Uncanny Artificers

Vehicle

		NECRON - Dynast	NS y Mephrit					(SHOST A	ARK - Tr	ansformi	ng Troop	er			12	6 Pts
1	7					(E)			6			X	144		0		
Full HP	10"	15"		3+	4+	6		12	12	12	12	3	2	7+	4	3+	4++/4++
Mid HP	7"	10"		4+	5+	6		11	11	11	8	2	2	8+	3	3+	4++/4++
Low HP	3"	4"		5+	6+	6		10	10	10	4	1	2	9+	2	3+	4++/4++
							nishes mak		ks, if one o								
Repair Barge					tacks, this n ds instead c			cial rule. If	f it does, sel	ect one of t	those Necr	on Warrio	rs units; tha	t unit's R ea	nimation P	rotocols a	ctivate and
Explosive Lethal De	emise		When this	model is	destroyed, t	hrow one l	D6 for each	n units with	in 6". On a	4+, the uni	t suffers D a	3 mortal wo	ounds.				
Transport Capacity	(10)		This mode	el has a trai	nsport capa	city of X Iı	nfantry moo	dels. It cam	not carry me	odels with t	the Bulky,	Very Bulky	or Extrem	ely Bulky s	pecial rules	·.	
Firing Deck (0)			Each time	this Trans	port shoots	, select one	e weapon fr	om up to Σ	X models er	nbarked w	ithin it; this	Transport	counts as h	peing equip	ped with th	ose weapo	ons as well.

Unit Special Rules

Shred / Skimmer / Transport / Oppen-topped

Weapons	恭	(3	U	(*)	Ø,	P
ehicles close combat	Melee	User	User	0	1	Melee	
ussflayer array	24"	5	4	0	1	Salvo $5/10$ - Rapid Fire 5 - Lethal Hits	1
	Faction	n Aptitudes					Unit type
Reanimation Protocols Uncanny Artificers							Vehicle

Protocols

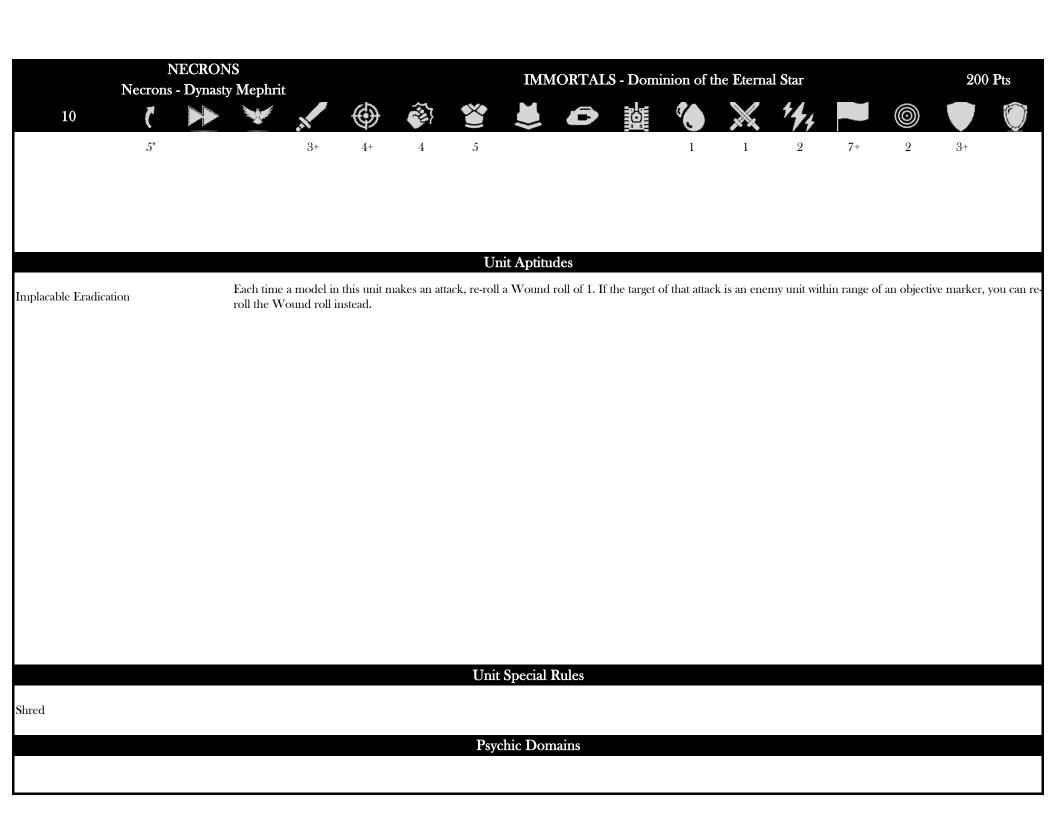
		NECRON - Dynast	NS y Mephrit	-					GHOS'	ΓARK -	Vitality V	Varmech				12	6 Pts
1	7		**		(4)	THE REAL PROPERTY.						X	14		0		
Full HP	10"	15"	-0002	3+	4+	6		12	12	12	12	3	2	7+	4	3+	4++/4++
Mid HP	7"	10"		4+	5+	6		11	11	11	8	2	2	8+	3	3+	4++/4++
Low HP	3"	4"		5+	6+	6		10	10	10	4	1	2	9+	2	3+	4++/4++
							T I.	nit Aptitu	ıdes								
Repair Barge Explosive Lethal De	emise		as a result reanimates	of those at s D6 woun	after an end tacks, this n ds instead of destroyed, t	nodel can of D 3 wour	use this spe nds.	cial rule. If	f it does, sel	ect one of t	those Necro	on Warrio	rs units; tha				ore wounds ctivate and
Transport Capacity	(10)		This mode	el has a tra	nsport capa	city of X I	nfantry moo	dels. It cam	not carry m	odels with t	the Bulky,	Very Bulky	or Extrem	ely Bulky s	pecial rules	i .	
Firing Deck (0)			Each time	this Trans	port shoots	, select one	e weapon fr	om up to Σ	X models ei	mbarked w	ithin it; this	Transport	counts as h	peing equip	ped with th	ose weapo	ons as well.

Unit Special Rules

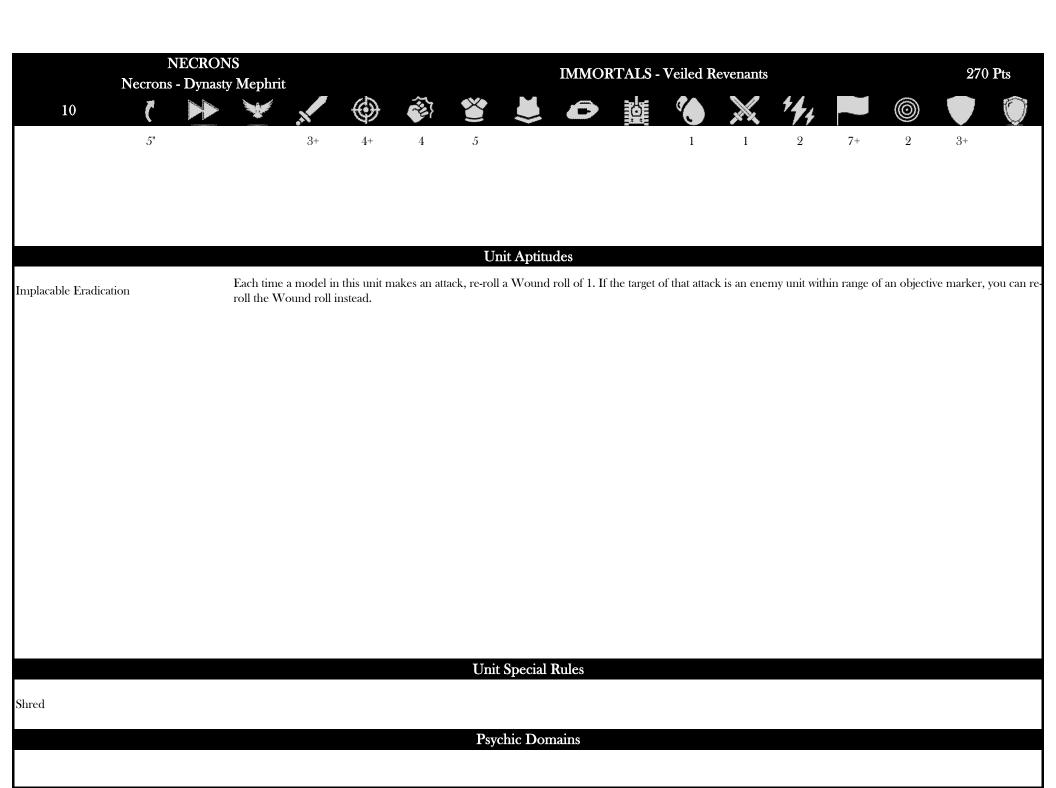
Shred / Skimmer / Transport / Oppen-topped

Weapons	恭	(3	U	(*)	Ø,	P
ehicles close combat	Melee	User	User	0	1	Melee	
ussflayer array	24"	5	4	0	1	Salvo $5/10$ - Rapid Fire 5 - Lethal Hits	1
	Faction	n Aptitudes					Unit type
Reanimation Protocols Uncanny Artificers							Vehicle

Protocols



	Weapons	袋	Φ)			(*)		>	Pts
Close combat weapon	n	Melee	User	User	0	1	Melee		
Tesla carbine		18"	2	5	0	1	Assault - Sustained Hits 2		
		Factio	n Aptitudes					Unit ty	ре
Reanimation Protocols	Uncanny Artificers							Infantı	y



		(1)					D.
Weapons		(3			Ø ³	Pts
Close combat weapon	Melee	User	User	0	1	Melee	
Gauss blaster	24"	2	5	-1	1	Assault - Lethal Hits	70
	Faction	Aptitudes					Unit type
Reanimation Uncoppy Artificors	racuon	-Albamacs					
Reanimation Uncanny Artificers Protocols							Infantry



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.
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.
	Γhe Lord's Will

The bearer of the Veil of Darkness has the Deep Strike special rule. In addition, once per game, at the start of any friendly Movement phase, the bearer can use the Veil of Darkness to remove himself and his unit from the table, even if they are locked in combat. They then immediately arrive anywhere on the board using the rules for Deep Strike.

Unit Special Rules

Independent Character / Deep Strike / Shred

The Veil of Darkness

Weapons	*	Φ 🕏		(Q,	Pts
Staff of light - Shoot	18"	3 5	-2	1 Assault		9
Staff of light - Melee	Melee	User +1	-2	1 Melee		11
	Faction	Aptitudes				Unit type
Reanimation Uncanny Artificers						Infantry



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.
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.
The Orb of Eternity	Once per battle, in your Command phase, the bearer can use this Relic. If it does, select one friendly unit within 6" of the bearer that is not at its Starting Strength. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble. Each time a Reanimation Protocol roll is made for those reanimation protocols, add 1 to the result.

Unit Special Rules

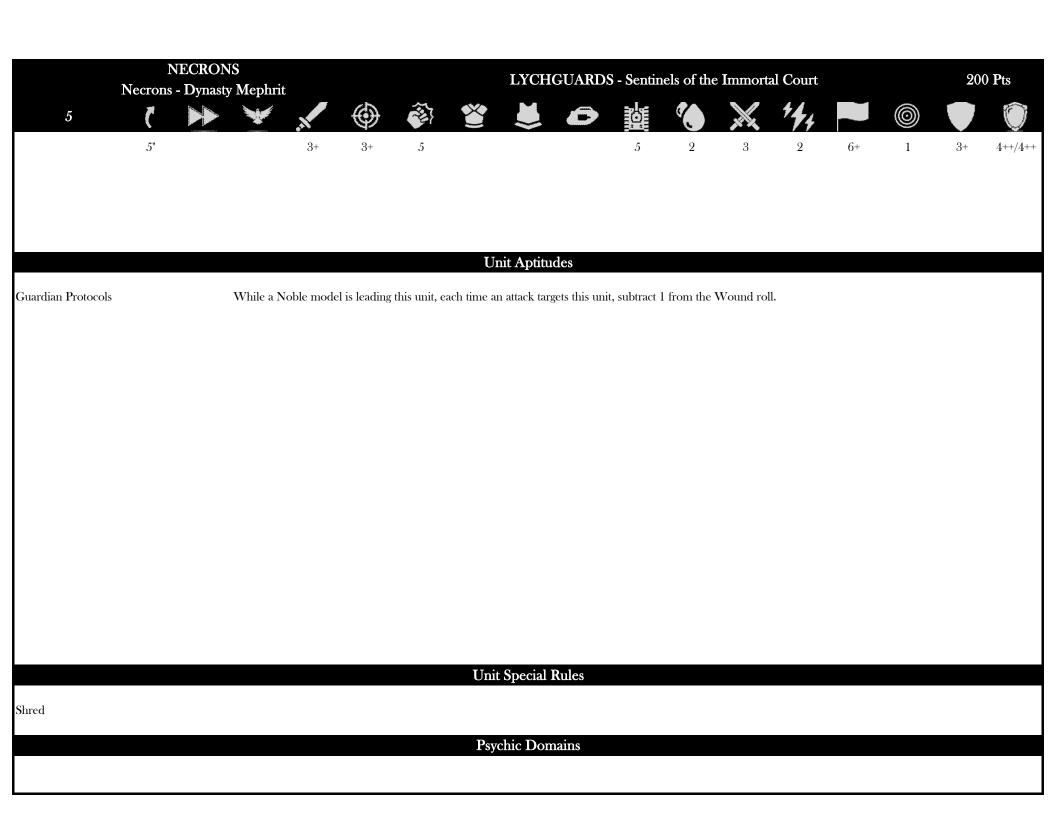
Independent Character / Shred

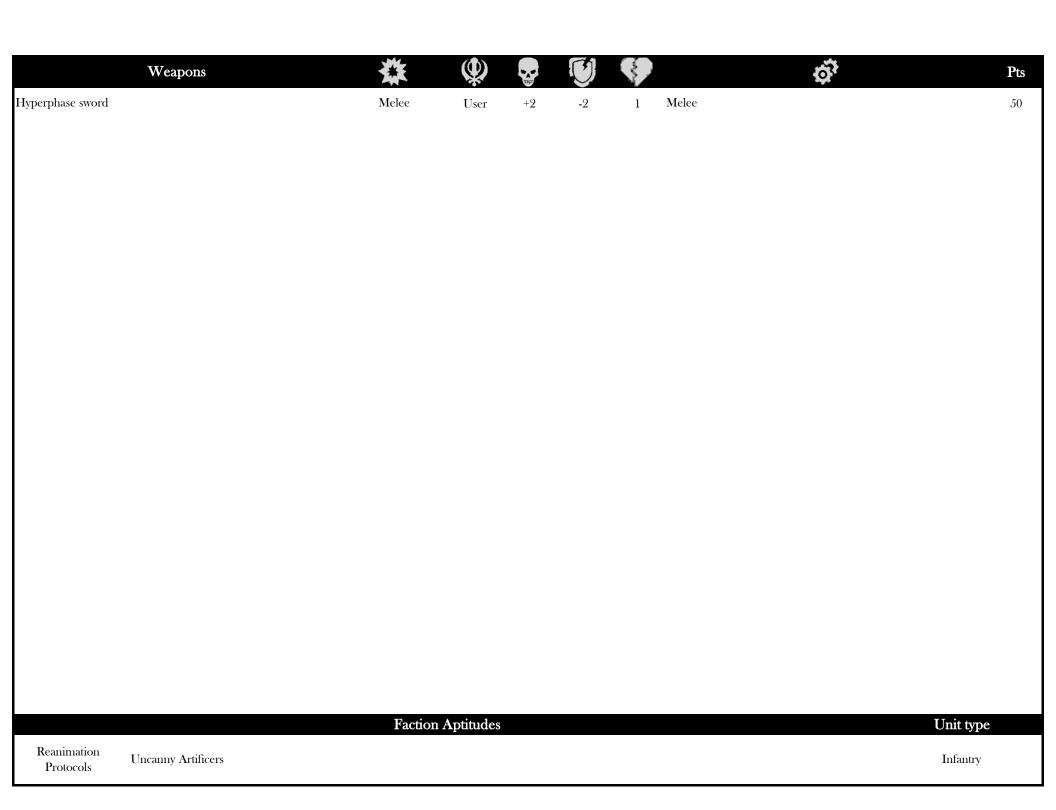
Weapons	*	(4)	*			©	Pts
Staff of light - Shoot	18"	3	5	-2	1	Assault	9
Staff of light - Melee	Melee	User	+1	-2	1	Melee	11
Tachyon arrow	72"	1	16	-5	D6+2	Assault - One Use Only	25

Reanimation II A 3 C

Protocols

Uncanny Artificers





		NECRON - Dynast	NS y Mephrit					N	MONOL	TH - Di	imension	al Coloss	us			29	1 Pts
1	7		*	N.		THE STATE OF THE S						X	144		0		
Full HP	7"	10"	4600 <u>0</u> 20000 A	2+	3+	8		17	17	17	20	3	2	7+	8	2+	4++/4++
Mid HP	5"	7"		3+	4+	8		16	16	16	13	2	2	8+	7	2+	4++/4++
Low HP	2"	3"		4+	5+	8		15	15	15	7	1	2	9+	6	2+	4++/4++
Eternity Gate			In the Rein select the la model and	itter, remo	ove that uni	t from the	nent phase, battlefield a	ınd place it	lect one Ne into Reserv	es). That u	ınit is then	set up anyv					efield (if you a 6" of this
Explosive Fatal Den	nise		When this			_	-						ounds.				
Transport Capacity	(20)		This mode	l has a trai	nsport capa	city of X I	nfantry moo	dels. It canr	not carry me	odels with t	the Bulky,	Very Bulky	or Extrem	ely Bulky s	pecial rules	i.	
Firing Deck (0)			Each time t	his Trans	port shoots	, select one	e weapon fr	om up to X	K models er	mbarked wi	ithin it; this	Transport	counts as b	eing equip	ped with th	ose weapo	ons as well.

Unit Special Rules

Shred / Deep Strike / Transport / Heavyweight

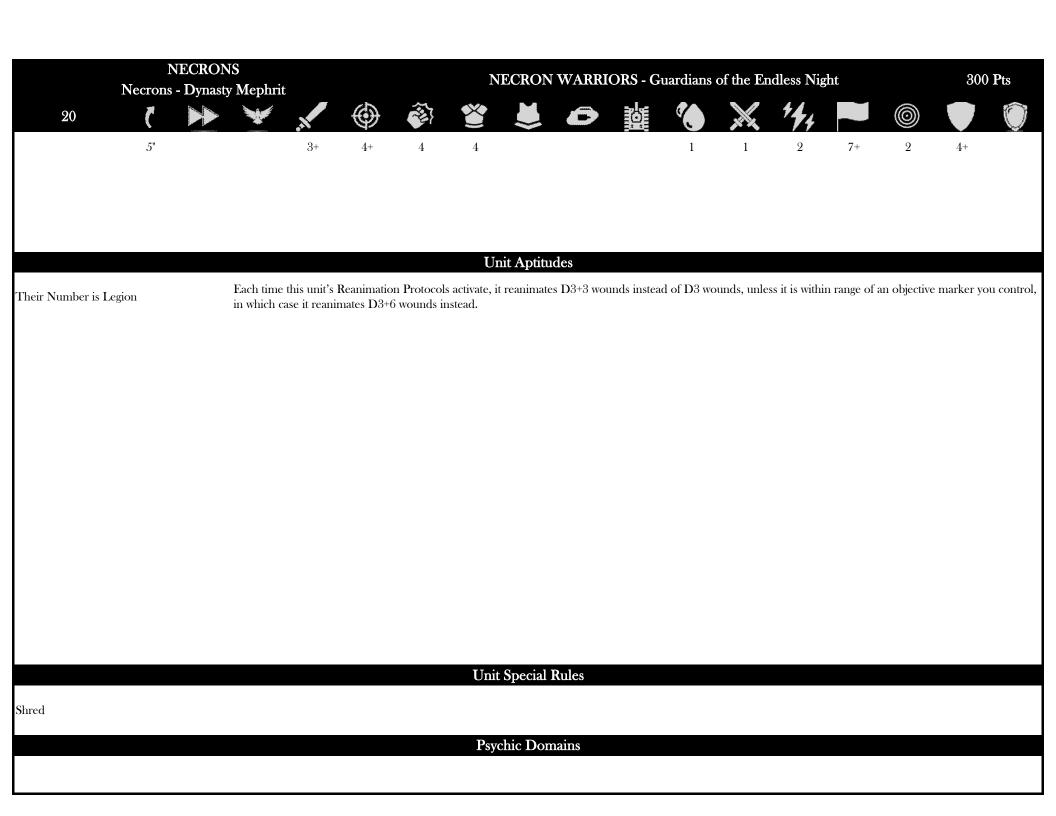
Weapons	数	Φ	S	U		₽	Pts
Heavy death ray	24"	1	12	-4	D6+1	Heavy - Sustained Hits 3	19
Particle whip	24"	1	8	-1	D 6+3	Ordnance - Large Blast - Devastating Wounds	8
Portal of exile	Melee	User	User	-2	3	Melee	10
Gauss flux arc	24"	3	6	-1	1	Heavy - Rapid Fire 3 - Lethal Hits	44

Unit type **Faction Aptitudes** Reanimation

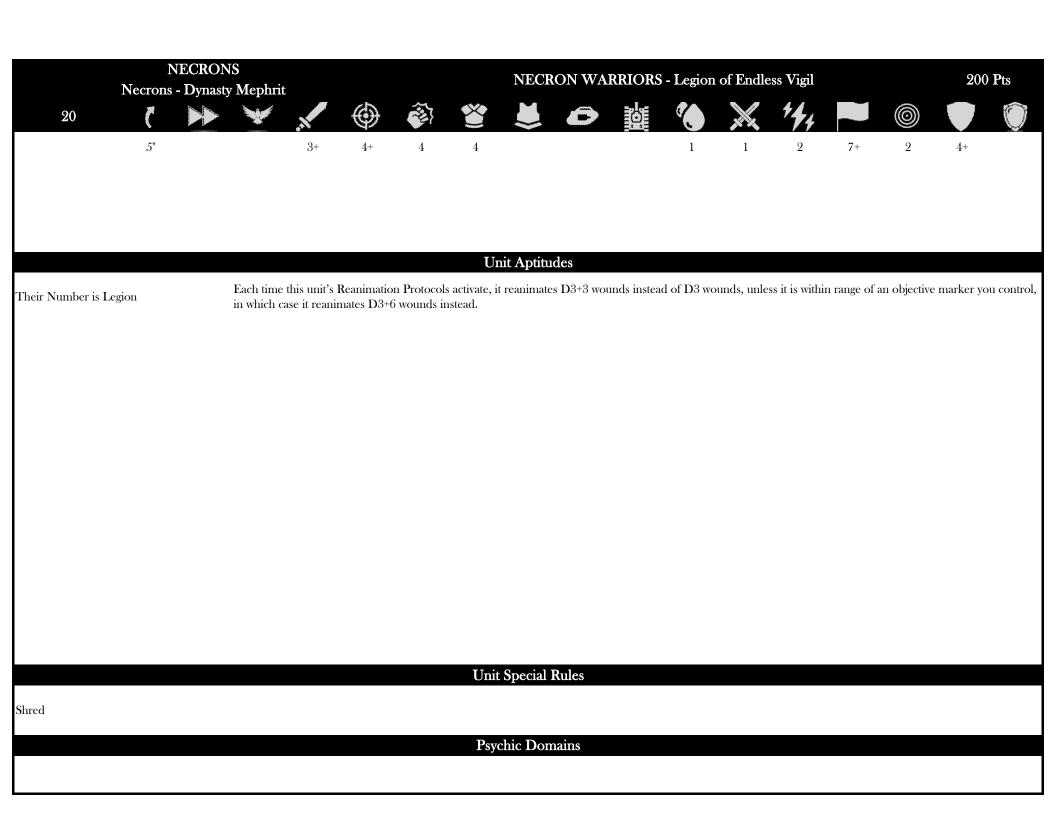
Protocols

Uncanny Artificers

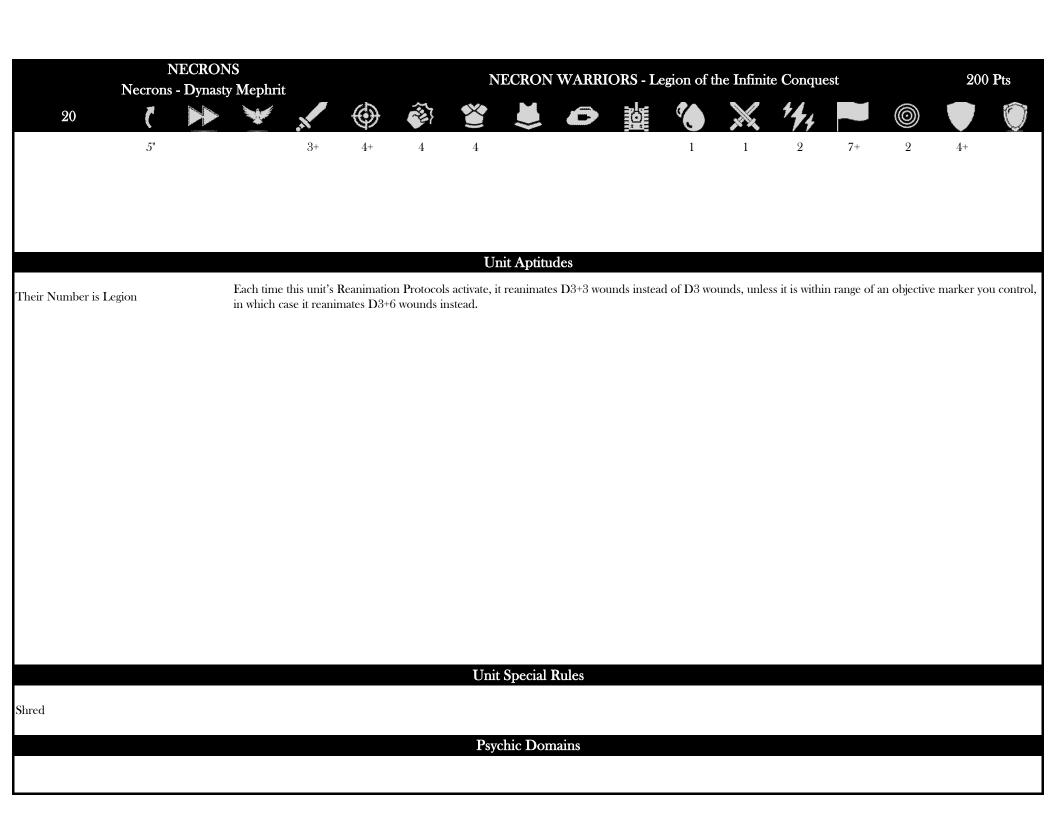
Vehicle



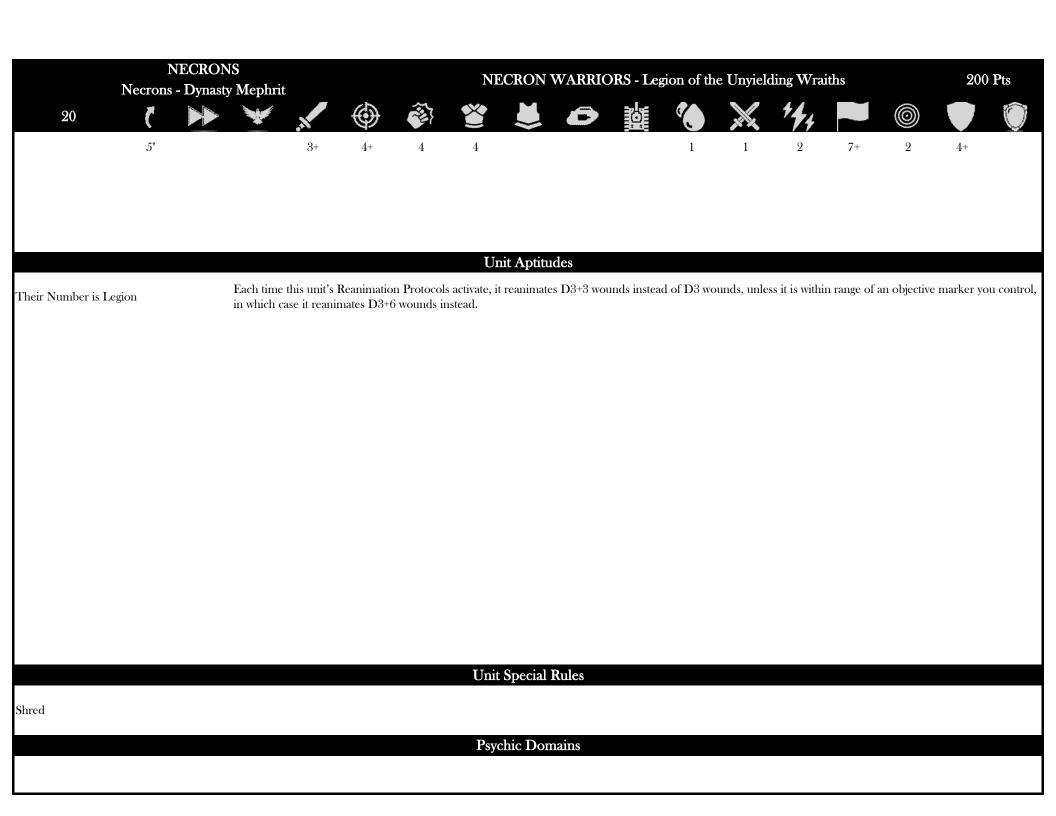
Weapons	*	(A. State	U		©	Pts
Close combat weapon	Melee	User	User	0	1	Melee	
Gauss reaper	12"	2	5	-1	1	Assault - Lethal Hits	100
	E-vi-						
Reanimation Library Artificant	Faction	Aptitudes					nit type
Protocols Uncanny Artificers						1	Infantry



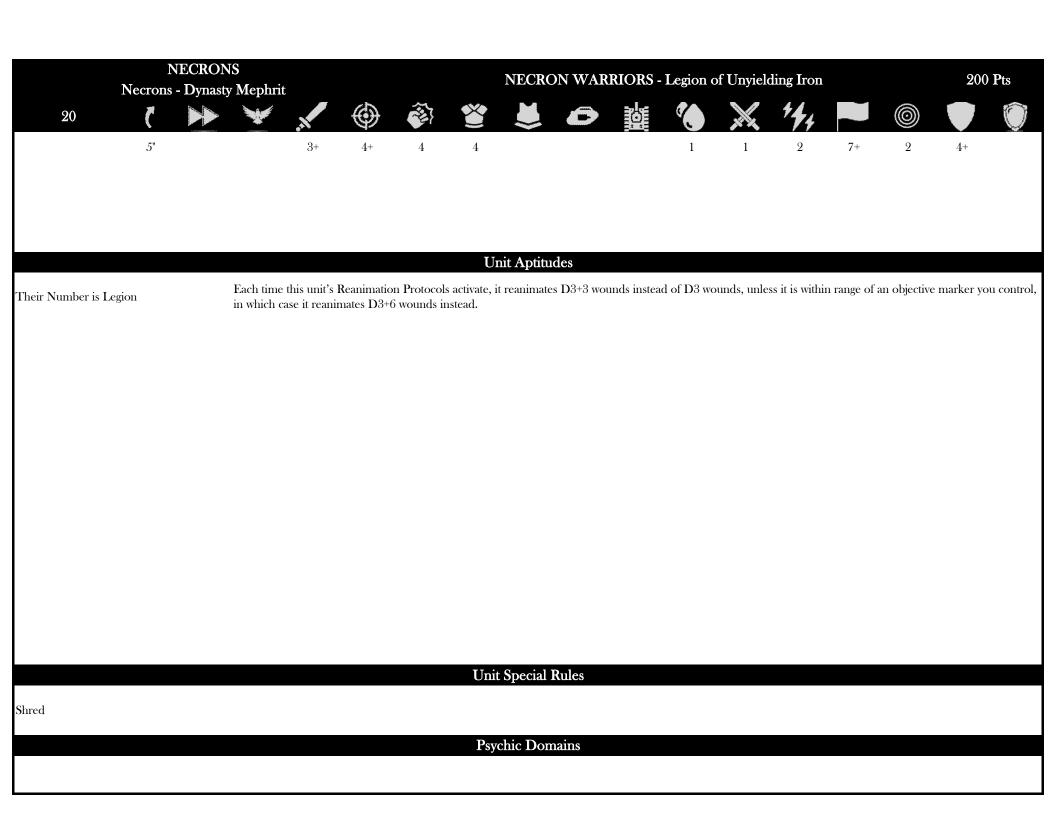
	Weapons	数	Φ)		U	(3)	₫	Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Gauss flayer		24"	1	4	0	1	Rapid Fire 1 - Lethal Hits	
		Faction Ap	otitudes				Unit type	a
Reanimation Ur Protocols	ncanny Artificers	- Faction 11					Infantry	



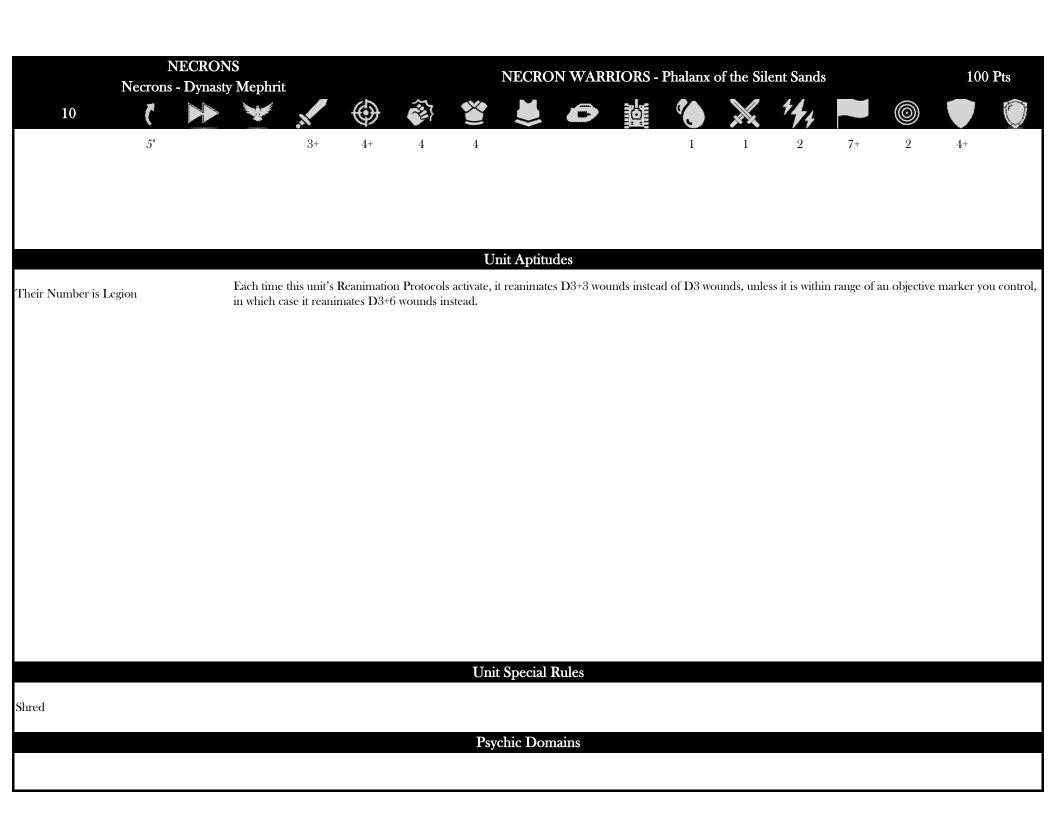
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Reanimation Ur Protocols	ncanny Artificers	- Faction 11					Infantry	



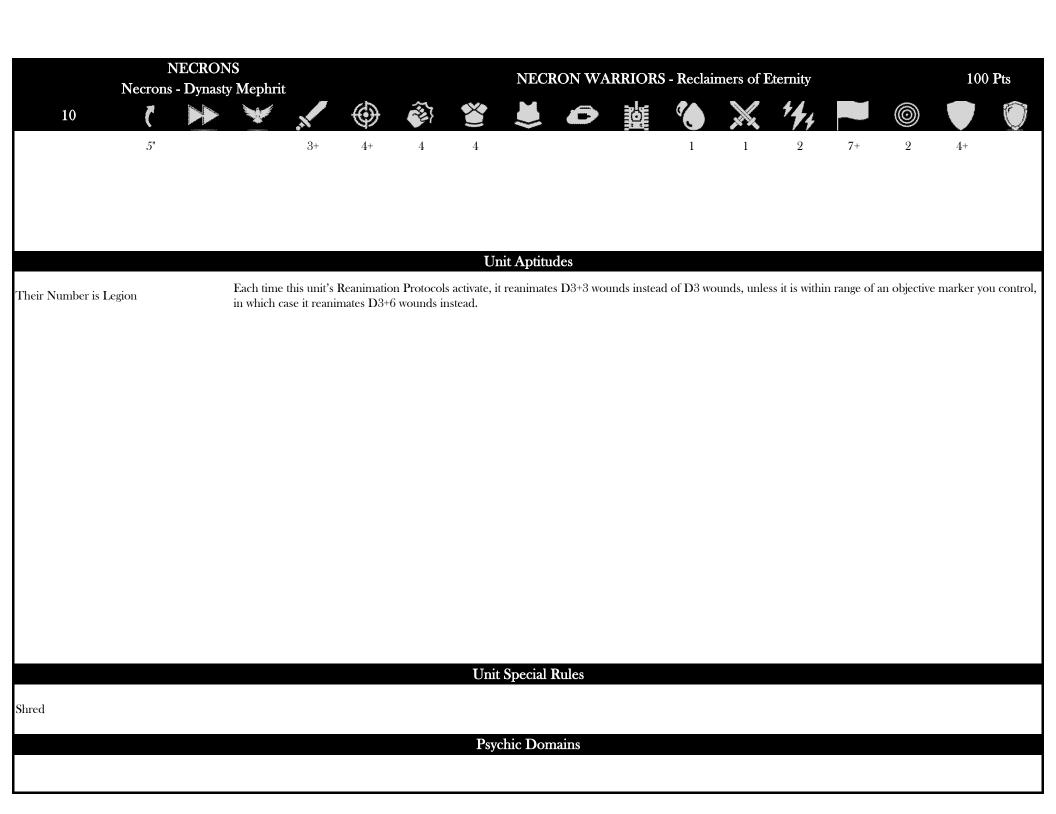
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Reanimation Ur Protocols	ncanny Artificers	- Faction 11					Infantry	



	Weapons	数	Φ)		U	(3)	₫	Pts
Close combat weapon		Melee	User	User	0	1	Melee	
Gauss flayer		24"	1	4	0	1	Rapid Fire 1 - Lethal Hits	
		Faction Ap	otitudes				Unit type	a
Reanimation Ur Protocols	ncanny Artificers	- Faction 11					Infantry	



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

Once per battle round, one unit from your army with this special rule can be targeted with a Stratagem for OCP, even if you have already targeted a different unit

with that Stratagem this phase.

Mindshackle Scarabs Fear tests taken as a result of mindshackle scarabs must be taken on 3D6.

Unit Special Rules

Independent Character / It Will Not Die / Fear / Shred

My Will Be Done

Weapons	森	Φ			()	© ₹	Pts
Tachyon arrow	72"	1	16	-5	D6+2	Assault - One Use Only	25
Voidblade	Melee	User	x2	-3	2	Melee - Rending - Entropic Strike	7
	Faction	Aptitudes					Unit type
Reanimation Uncanny Artificers							Infantry

Infantry

Uncanny Artificers



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

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

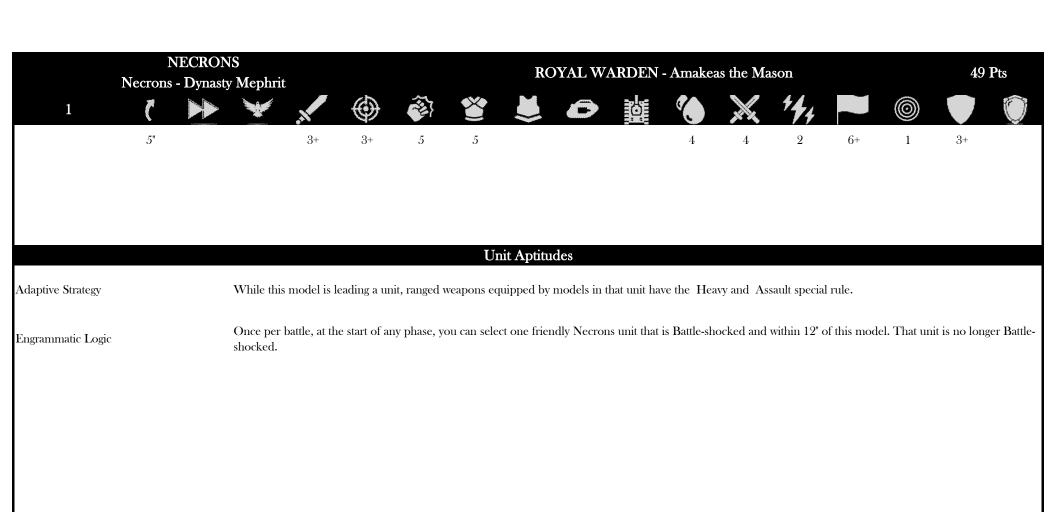
suffers 1 mortal wound.

Unit Special Rules

Independent Character / Shred

Living Lightning

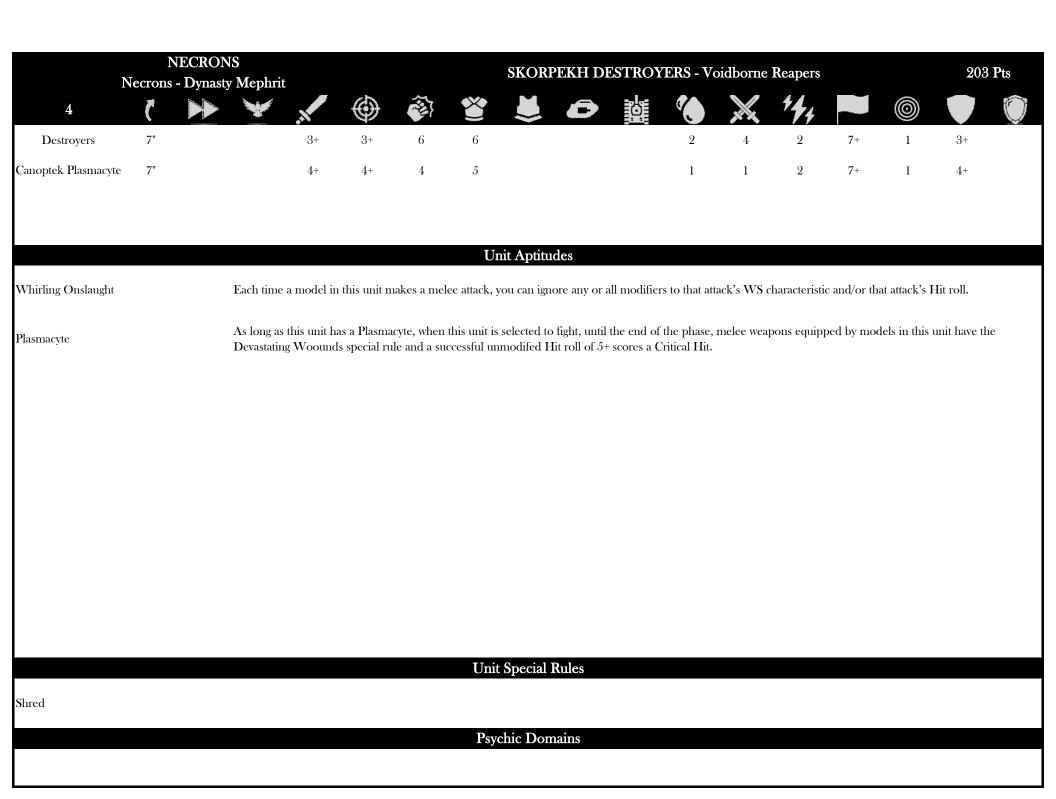
Weapons	*	((3)		Ø,	Pts
Plasmic lance	18"	3	7	-3	2	Assault		9
Plasmic lance	18"	3	7	-3	2	Assault		9
	Fac	tion Aptitudes						Unit type
Reanimation Protocols Uncanny Artifices	rs							Infantry



Unit Special Rules

Independent Character / Shred

Weapons	*	Φ)	The state of the s	U	(3)		Q,	Pts
Close combat weapon	Melee	User	User	0	1	Melee		
Relic gauss blaster	24"	2	5	-1	2	Rapid Fire 2 - Lethal Hits		9
	Faction	Aptitudes	S				U:	nit type
Reanimation Uncanny Artificers								nfantry



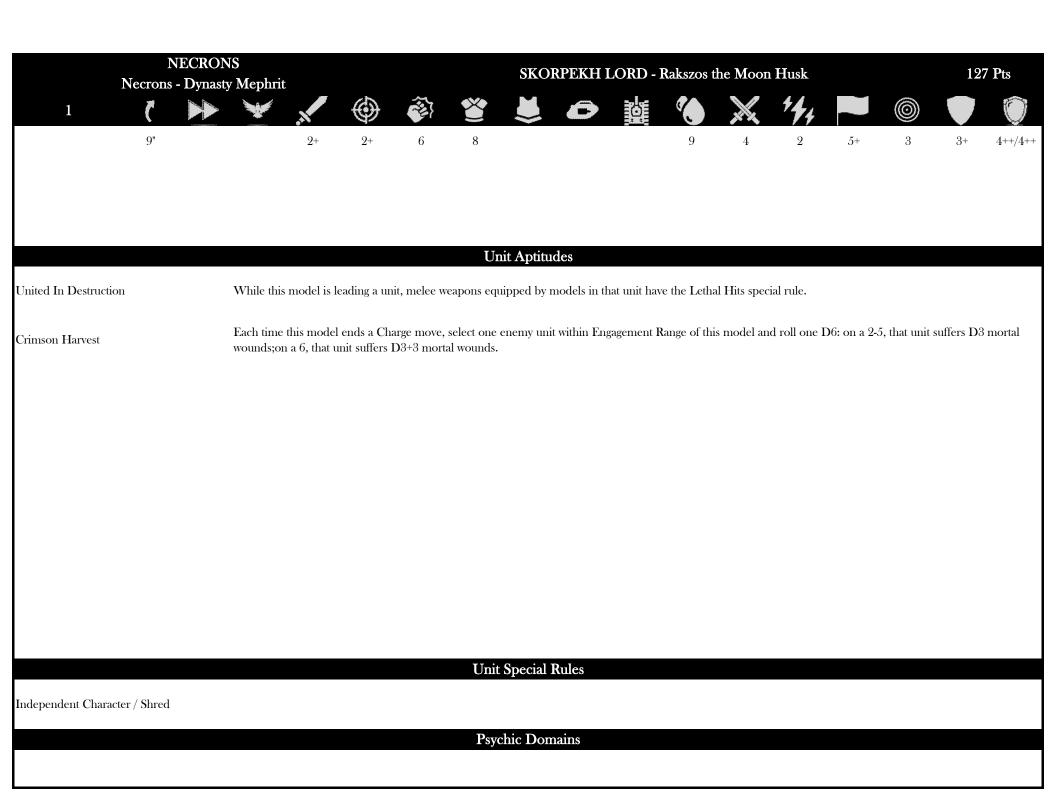
Weapons	*	(P)					₫	Pts
Monomolecular proboscis	Melee	User	User	-1	1	Melee		3
Hyperphase glaive	Melee	User	+2	-2	D 3	Melee		33
Hyperphase reap-blade	Melee	User	+1	- 3	1	Melee		30
Hyperphase threshers	Melee	+1	User	-1	1	Melee		27

Faction Aptitudes Unit type

Reanimation Protocols

Uncanny Artificers

Infantry



Weapons		(P)		U		₫	Pts
Enmitic annihilator	18"	2	6	-1	1	Rapid Fire 2	10
Flensing claw	Melee	x2	User	-1	1	Melee - Rending	5
Hyperphase harvester	Melee	User	+4	-3	3	Melee	12

Unit type **Faction Aptitudes** Reanimation

Protocols

Uncanny Artificers



While this model is leading a unit, models in that unit have the Feel no Pain (5+) special rule. Rites of Reanimation

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 Technomancer

only be selected for this special rule once per turn.

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.

Unit Special Rules

Independent Character / Shred

Weapons	*	Φ 🕏		(Q,	Pts
Staff of light - Shoot	18"	3 5	-2	1 Assault		9
Staff of light - Melee	Melee	User +1	-2	1 Melee		11
	Faction	Aptitudes				Unit type
Reanimation Uncanny Artificers						Infantry



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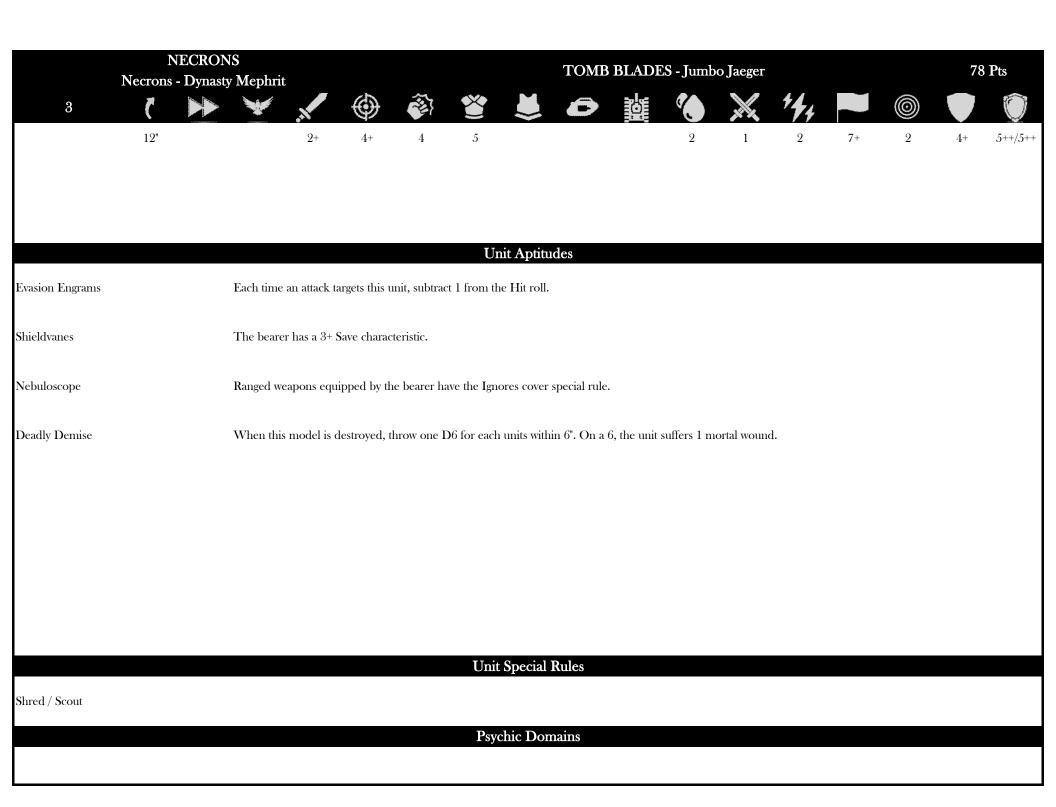
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Unit Special Rules

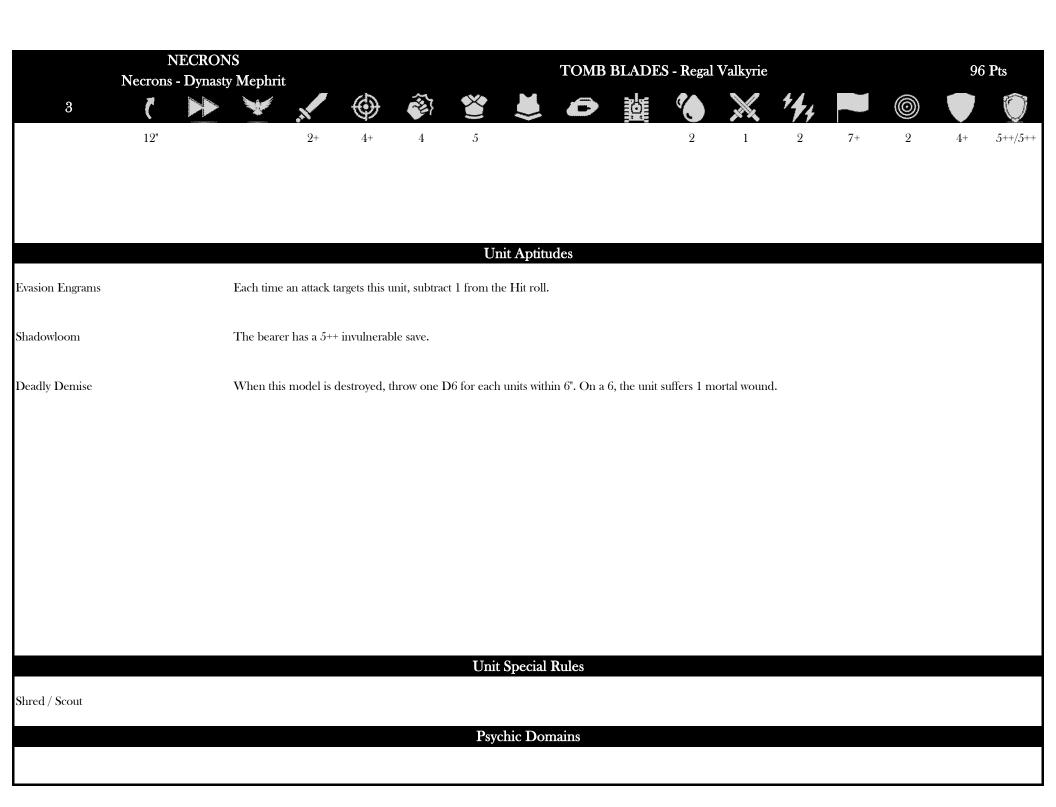
Independent Character / Shred / Lone Operative

Technomancer

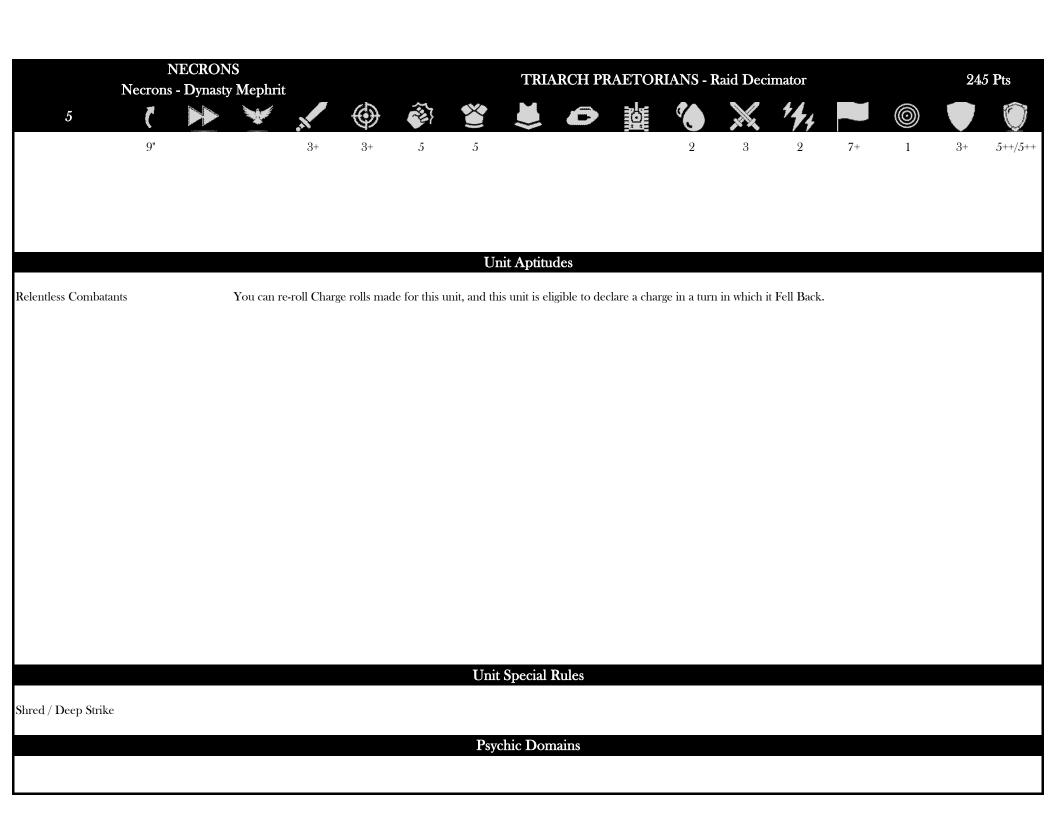
*	(O	3		₫ ?	F
18"	3	5	-2	1	Assault		
Melee	User	+1	-2	1	Melee		1
Faction	Aptitudes						Unit type
	18" Melee	Melee User	18" 3 5	18" 3 5 -2 Melee User +1 -2	18" 3 5 -2 1 Melce User +1 -2 1	18" 3 5 -2 1 Assault Melee User +1 -2 1 Melee	18' 3 5 -2 1 Assault Melee User +1 -2 1 Melee



Weapons	*	(TAT STREET			Ø,	Pts
Close combat weapon	Melee	User	User	0	1	Melee	
Twin tesla carbine	18"	2	5	0	1	Assault - Twin - Sustained Hits 2 - Ignores Cover	18
					_		
	Faction	n Aptitudes				Uni	t type
Reanimation Protocols Uncanny Artificers						Jet	bike



Weapons	禁	(U	(7)	© 7	Pts
Close combat weapon	Melee	User	User	0	1	Melee	
Particle beamer	18"	2	6	0	D 3	Assault - Blast - Devastating Wounds	36
	Faction	Aptitudes				τ	Jnit type
Reanimation Protocols Uncanny Artificers							Jetbike



Weapons	*	Φ 🕏		()	Q,	Pts
Rod of covenant - Shoot	12"	1 5	-2	2 Assault	•	45
Rod of covenant - Melee	Melee	User +1	-2	2 Melee		50
D	Faction	Aptitudes				Unit type
Reanimation Uncanny Artificers						Infantry

		NECRON - Dynasty	IS v Mephrit		TRIARCH STALKER - Ramokht Walker											162 Pts		
1	7		W			TEST TEST			6			X	144		0			
Full HP	9"	13"		2+	3+	7		11	11	11	12	4	2	7+	4	3+	4++/4	
Mid HP	6"	9"		3+	4+	7		10	10	10	8	3	2	8+	3	3+	4++/4	
Low HP	3"	4"		4+	5+	7		9	9	9	4	2	2	9+	2	3+	4++/4	
							Un	it Aptitue	les									
geting Relay			In your Shoot the end of the				lel is selecte	ed to shoot,		ving its atta	cks, select	one enemy	unit that w	as hit by on	e or more	of those at	tacks. U	
hal Demise			When this n	nodel is d	lestroved, tl	nrow one I	D 6 for each	units within	n 6". On a 6	5. the unit s	suffers D3 :	mortal wou	ınds.					

Unit Special Rules

Shred / Move Through Cover / Walker

Weapons		(4)				of the second second	Pts
Particle shredder	18"	1	7	-1	2	Heavy - Large Blast - Devastating Wounds	9
Stalker's forelimbs - Strike	Melee	User	x2	-3	3	Melee	12
Stalker's forelimbs - Sweep	Melee	x2	User	-1	1	Melee	11

Faction Aptitudes Unit type

Reanimation Protocols

Uncanny Artificers

Vehicle