

THE RULES

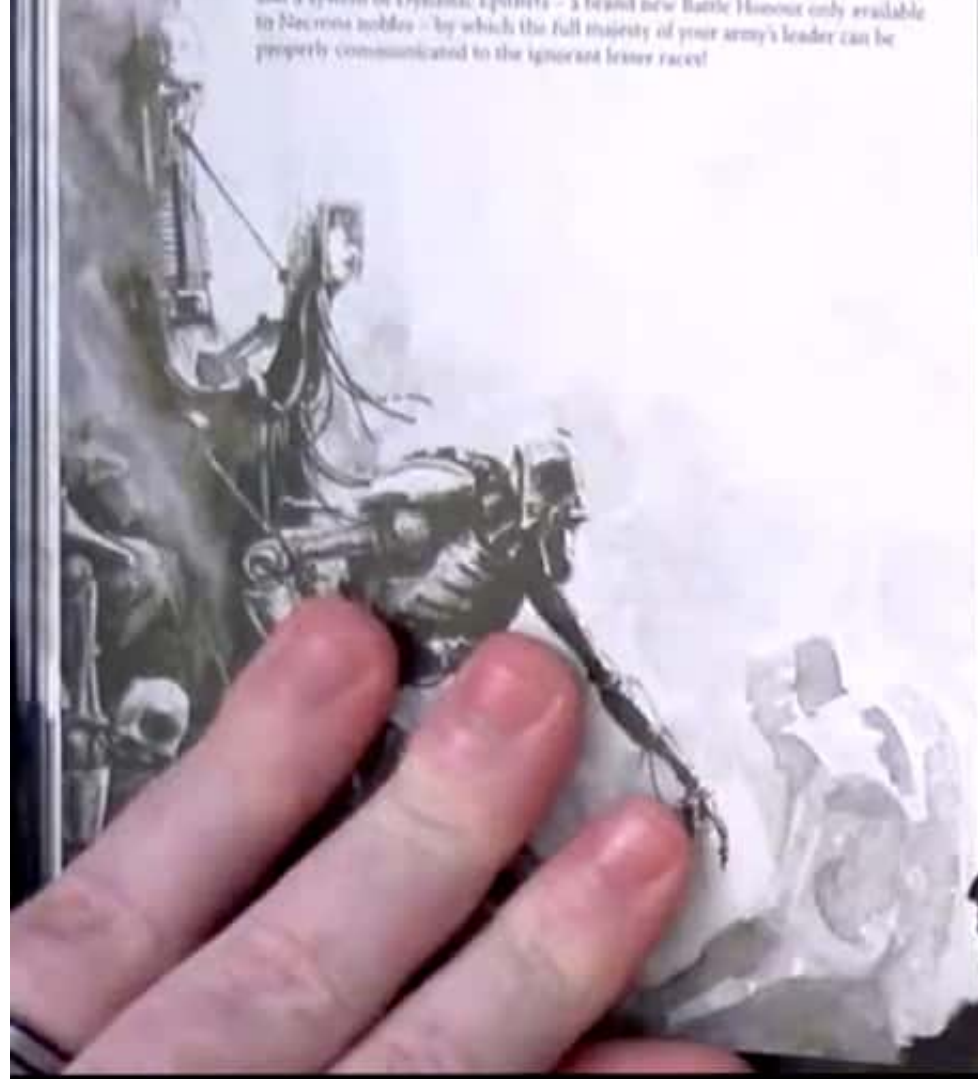
Welcome to the rules section of *Codex: Necrons*. On the following pages you will find all the rules content you need to bring every aspect of the Necrons dynasty to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games, maybe you want to forge your own tales of glory and infamy with narrative play, or perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests. Whichever appeals to you – even if it's a bit of all three – this section of your *Codex* provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others, such as your army's Stratagems, Warlord Traits and Relics, will become relevant once you start playing games with Battle-forged armies. Then there's content like Cryptek Armies or the Powers of the C'tan that you will unlock by including particular models in your tabletop army. In each case, you can include these new elements at your own pace: whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide you with countless hours of fresh and exciting gameplay.

On top of this, the Necrons are the only faction in *Warhammer 40,000* with access to Command Protocol rules, by which you can guide your army's strategy and direct your legions to their inevitable victory. You will find everything you need on the following pages to include these rules in your games of *Warhammer 40,000*, not to mention bespoke content for your Necrons Crusade force. Included in the latter are exciting Requisitions that enable you to expand the ranks of skills of your Royal Court or see your noble fall to the grip of madness, and a system of Dynastic Epithets – a brand new Battle Honour only available to Necrons nobles – by which the full majesty of your army's leader can be properly communicated to the ignorant lesser races!

'It is a source of constant irritation that my opponents cannot correlate their innate inferiority with their inevitable defeat. It would seem that stupidity is as eternal as war.'

- Nemesor Zahndrek of the Sautekk Dynasty



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 51-55)

Units in Necrons Detachments gain additional abilities to better reflect how Necrons armies operate together and wage war on the battlefield, including Dynastic Codes to describe individual fighting styles of different Necrons dynasties. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

STRATAGEMS (PG 56-59)

Necrons armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war, these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

CRYPTEK ARKANA (PG 62-63)

CRYPTEK models in your Necrons army can be upgraded to take rare and esoteric items called Cryptek Arkana. Such a **CRYPTEK** will be able to unleash new abilities and powers on the battlefield.

ARMY RULES

WARLORD TRAITS (PG 64-65)

The Warlord of a Necrons army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

RELICS (PG 66-67)

Necrons characters can take powerful artefacts and ancient weapons called Relics into battle; these Relics and the rules they bestow are described in this section.

POWERS OF THE C'TAN (PG 68)

If your army includes any C'tan Shards or Tesserae Vaults, they can be given powers from the Powers of the C'tan. These represent the reality-defying talents of each individual C'tan Shard as they destroy their foes with but a gesture.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 69)

If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the additional Necrons ones printed here. These represent the tactical and strategic goals unique to Necrons armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 70-77)

Necrons have access to a host of additional rules that further personalise your Crusade force. These include bespoke Requisitions, Agendas, Crusade Relics and Weapon Enhancements that reflect the rich background of the Necrons. Amongst the rules presented in this section are Dynastic Epithets, a new type of Battle Honour that Necrons Warlords can gain to better reflect their individual megalomaniac status.

DATASHEETS

DATASHEETS (PG 80-111)

This section is essential to all Necrons players, regardless of preferred play style, containing as it does the datasheets for Necrons units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 112-115)

This section provides an alphabetised list of all the weapons that Necrons units can be equipped with, and should be used in conjunction with the datasheets section.

POINTS

POINTS VALUES (PG 116-118)

If you are playing a matched play game, or a game that otherwise uses points values, you can use the alphabetised lists in this section to determine the points value of each unit in your army. These values will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 119)

In this section you will find a glossary of rules terms used in this Codex. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 120)

Here you will find a handy bullet-pointed rules reference that summarises some common Necrons rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Necrons force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission. Created from the contents of the Warhammer 40,000 Elite Edition Starter Set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

The Necron Warriors are a reliable unit that, as part of a Battle-forged army, gain the Objective Secured ability (see the Warhammer 40,000 Core Book), making them ideally suited to holding battlefield objectives. Their Reanimation Protocols ability helps them in this role, enabling them to withstand more firepower than the troops of many other armies.

The Necron Warriors' mobility and offensive output can be greatly improved by the Overlord's Belentless March and My

Will Be Done abilities. The Overlord is himself a deadly foe, able to slay his enemies in close combat with his hyperphase glaive, or from range using a single shot from his tachyon arrow.

The Skarpekh Destroyers are a tough, elite combat unit. Though few in number, they can – especially when boosted by a Canoptek Plasmacyte's Infused Madness ability – carve through enemy units with ease. Use them to break through your foe's front lines or to clear enemy-held objectives in a burst of violence.

The Canoptek Doomstalker is a giant walking gun capable of vaporising enemy battle tanks. It needs to Remain Stationary to fire at full effect, so position it where it will have good coverage of the battlefield. It does not excel at close combat, so be sure to protect it with your Canoptek Scarab Swarms lest your opponent seek to engage and neutralise it with a fast moving melee unit.



DETACHMENT ABILITIES

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 (this ability is described in the *Warhammer 40,000 Core Book*).

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 on the following pages.

*Example: A Mephrith 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 on pages 54-55. 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 **Nemesior**, **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



MEPHRITH: SOLAR FURY

The Mephrith have harnessed the wrath of captive stars to imbue into their weapons. This raging solar energy confers immense raw power and can tear 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 (pg 81) 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.



NOVOKH: AWAKENED BY MURDER

The crimson hosts of Novokh remember well the sacred rites of bloodshed performed by their warriors in the ancient times. The dynasty's martial heritage awakens a spark of violent pride within its legions, lending power and ferocity to their attacks.

- Add 1 to charge rolls made for units with this code.
- Each time a model with this code makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, improve the Armour Penetration characteristic of that attack by 1.
- When the Protocol of the Hungry Void (pg 81) 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.



NEPHREKH: TRANSLLOCATION BEAMS

The Crypteks of this dynasty adapted metagold to create what their phaeon calls the 'golden form'. Their soldiery can utilise translocation beamer technology to transmute their bodies into living light in order to flicker across the battlefield.

- Models with this code have a +4 invulnerable save.
- Each time a unit with this code Advances, it can translocate. If it does, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit. If a unit translocates, until the end of the turn, models in that unit cannot shoot.
- Each time a unit with this code Falls Back or translocates, until the end of the phase, models in that unit can move across models and terrain as if they were not there.
- When the Protocol of the Sudden Storm (pg 81) 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.



NIHILAKH: AGGRESSIVELY TERRITORIAL

Regal and arrogant, the warriors of this proud dynasty will not give a single inch to their foes. They stand their ground defiantly, unleashing a formidably accurate hail of fire that cleanses the stain of the lesser races from the Nihilakh's rightful lands.

- Units with this code have the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker.
- Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this code, if that model's unit is wholly within its controller's deployment zone, that attack has an Armour Penetration characteristic of 0 instead.
- When the Protocol of the Eternal Guardian (pg 81) 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.

Order, Unity, Obedience. We taught the galaxy these things long ago, and we will do so again.

- Iwtekk the Stormlord



SZAREKHAN: UNCANNY ARTIFICERS

The Szarekhan dynasty exhibit a deep-rooted ability to fashion and maintain the finest wargear of any Necron dynasty. Enemy foe ricochets harmlessly from their magnificent android forms while, in return, every blast and blade stroke the Szarekhan level at their enemies is lethal in the extreme.

- Each time a model with this code would lose a wound as the result of a mortal wound, roll one D6; on a 5+ that wound is not lost.
- Each time a unit with this code is selected to shoot or fight, you can re-roll one wound roll when making that unit's attacks.
- When the Protocol of the Undying Legions (pg 81) 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.



SAUTEKH: RELENTLESS ADVANCE

Nothing can halt the inexorable march of the Sautekh. These disdainful conquerors will stop at nothing to retake their ancient domain, obliterating any who dare to defy them in a storm of death and destruction.

- Each time a Morale test is taken for a unit with this code, you can re-roll that test.
- Instead of following the normal rules for Rapid Fire weapons, models with this code shooting Rapid Fire weapons make double the number of attacks if the shooting model's target is within 18".
- When the Protocol of the Conquering Tyrant (pg 81) 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.

ANCIENT DYNASTIES

If your chosen dynasty does not have an associated Dynastic Code on pages 52-53, you must instead create their Dynastic Code by selecting one code from the Dynastic Traditions list, below. Unless you selected the Vassal Kingdom Dynastic Code, you can then also select one additional code from the Circumstances of Awakening list, opposite.

DYNASTIC TRADITIONS

Even the most minor Necron dynasties are ancient organisations dating back to galactic prehistory. Each maintains its own deeply ingrained, defining cultural and martial practices, which can be recognised by their prevalence amongst its ranks.

ETERNAL CONQUERORS

Proudly arrayed in their lands' colours, the soldiery of this dynasty see all the enemy's territories as theirs for the taking by ancient right of conquest.

Units with this code have the Objective Secured ability (see the Warhammer 40,000 Core Book). If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker.

PITILESS HUNTERS

This dynasty have long viewed their enemies as little better than vermin, and seek to scour them from the battlefield with overwhelming weight of foe.

Instead of following the normal rules for Rapid Fire weapons, models with this code shooting Rapid Fire weapons make double the number of attacks if either the shooting model's target is within half the weapon's range, or if the shooting model is **INFANTRY** and its unit Remained Stationary in your previous Movement phase.

SUPERIOR ARTISANS

This dynasty employ their vast wealth of rare minerals to arm their legions with finely crafted and sublimely powerful weapons.

Each time a unit with this code is selected to shoot or fight, you can re-roll one wound roll when making that unit's attacks.

RAD-WREATHED

Hailing as they do from tomb worlds long bombarded by cosmic energies, the soldiery of this dynasty have become saturated with spectra of lethal radiation. Foes who draw too close soon discover this to their cost.

Units with this code have the following ability:
Rad-wreathed (Aura): While an enemy unit (excluding **VEHICLE** units) is within 1" of this unit, subtract 1 from the Toughness characteristic of models in that enemy unit.

IMMOVABLE PHALANX

This dynasty see hastening into battle as unseemly - the province of primitive lesser beings. Instead, they form tight and unyielding battle lines to weather the excitable assaults of their foes.

Each time an attack with a Damage characteristic of 1 is allocated to an **INFANTRY** model with this code, unless that model's unit made a Normal Move, Advanced or Fell Back this battle round, add 1 to any armour saving throws taken against that attack.

UNYIELDING

This dynasty employ closely guarded metallurgical technomancy to render the endoskeletons of their soldiery exceptionally durable.

Models with this code have a 6+ invulnerable save.

CONTEMPTUOUS OF THE CODES

Rarely does this dynasty see any value in the ancient Triarchal codes that dictate the strategies of their peers. Instead, they eliminate their enemies' leaders by any means necessary.

Each time a model with this code makes an attack against a **CHARACTER** unit, you can add 1 to that attack's hit roll.

THE UNMERCIFUL HORDE

This dynasty are infamous for flooding the battlefield with masses of unthinking, unfeeling infantry, whose fearless advance soon overwhelms the foe.

Each time a Morale test is taken for a unit with this code, you can re-roll that test.

MASTERS OF THE MARTIAL

Having long prized martial excellence, this dynasty have become renowned for the lethal combat abilities of their legions.

Each time a unit with this code is selected to shoot or fight, you can re-roll one hit roll when making that unit's attacks.

BUTCHERS

Whether they be battlefield vivisectioners satisfying scientific curiosity or simply murderous by nature, this dynasty's legions are eager to wreak bloody slaughter amongst the foe.

Add 1 to charge rolls made for units with this code.

SEVERED

These mindless puppets now serve their master program.

A unit with this code benefits from the selected directive of your army's active command protocol while it is within 9" of a friendly **NECRONS CHARACTER** model (excluding **C'TAN SHARD** models), instead of 6".

VASSAL KINGDOM

Whether through allegiance or conquest, this dynasty was long ago subsumed into another greater than itself.

Select one of the following dynasties and use the Dynastic Code of that dynasty as listed on pages 52-53: Mephrith; Nephrekh; Nihilakh; Novokh; Santekh; Szarekhan.

'Time is a weapon like any other. If nothing else, I can simply wait for my foes to rot.'

- Orikan the Diviner

CIRCUMSTANCES OF AWAKENING

Every tomb world's awakening is diverse depending upon the conditions of the planet, the potential presence of localised enemy forces and whatever engrammatic corruption may have crept into the minds of the world's leaders during their Great Sleep. Even two worlds belonging to the same dynasty may fight very differently, depending upon the circumstances that have dictated their return to the galactic stage.

THE ANCIENTS STIR

Some worlds are still only stirring. As their revivification continues, it is their Canoptek constructs - driven into a state of hyper-aggression - that bear the brunt of defensive combat operations.

- Add 1" to the Move characteristic of **CANOPTEK** models with this code.
- Each time a **CANOPTEK** unit with this code makes a pile-in or consolidate move, so long as each model that moves ends its move closer to the closest enemy model, you can move each model in that unit up to 4".

ARISE AGAINST THE INTERLOPERS

This world was awakened by the presence of incautious intruders. Affronted, the risen legions seek to exact vengeance and make bloody examples at close quarters.

Each time a model with this code makes a melee attack against an **INFANTRY** or **BIKER** unit, an unmodified hit roll of 6 automatically wounds the target.

HEALTHY PARANOIA

This tomb world's leaders awoke possessed of caution bordering upon - or possibly plunging into - mania. Their legions operate accordingly, seeking to keep the lesser races at arm's length and exterminate them from afar.

Add 3" to the Range characteristic of ranged weapons (excluding Pistols) that models with this code are equipped with.

RELENTLESSLY EXPANSIONIST

Driven by an overriding martial mindset or simply fortunate enough to have awoken to minimal enemy resistance, this tomb world's legions are on the march and seek to seize every world that lies in their path.

At the start of the first battle round, before the first turn begins, units with this code can make a Normal Move of up to 6".

ISOLATIONISTS

This tomb world's rulers consider all about them to be a threat, be it the lesser races, old rival dynasties or even the denizens of other worlds within their own dynasty! Whether this attitude is based upon dangers real or imagined, it has led to them perfecting weaponry capable of eliminating not only threats from outside their own species, but also from within.

Each time a model with this code makes an attack with a Rapid Fire weapon that targets a unit within 12", add 1 to the Strength characteristic of that attack.

WARRIOR NOBLES

This tomb world's leaders are versed in the arts of combat and enhanced by their Crypteks. Perhaps they awoke to find their phaeon slain and were forced to fight for the throne, or perhaps they were beset by foes from the moment of their waking - in any case, only the strongest warriors have survived.

Each time a **NOBLE** model with this code makes a melee attack, re-roll a hit roll of 1 and re-roll a wound roll of 1.

INTERPLANETARY INVADERS

With their full military apparatus roused and their sights set on galactic domination, this tomb world's Royal Court send waves of war engines into battle to wreak destruction and stamp their immutable right of conquest upon the foe.

- **VEHICLE** units with this code are eligible to shoot in a turn in which they Fell Back, but if they do, then until the end of the turn, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.
- **VEHICLE** models with this code do not suffer the penalty to hit rolls incurred for firing Heavy weapons while enemy units are within Engagement Range of their unit.

STRATAGEMS

If your army includes any **NECRONS** Detachments (excluding Auxiliary Support, Super Heavy Auxiliary or Fortification Network Detachments), you have access to the Stratagems shown here, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of the «**DYNASTY**» keyword on that Stratagem (if any) with the name of the dynasty that your selected unit is from.

DIMENSIONAL CORRIDOR

1CP

Necrons - Battle Tactic Stratagem

Obeying recall protocols, this unit step into a temporary dimensional displacement tunnel and re-emerge from the eternity gate of a nearby Monolith.

Use this Stratagem at the start of your Movement phase. Select one «**DYNASTY**» **CORE INFANTRY** unit from your army that is on the battlefield. Remove that unit from the battlefield. In the Reinforcements step of this phase, set that unit back up on the battlefield anywhere that is wholly within 3" of a friendly «**DYNASTY**» **MONOLITH** model and more than 9" away from any enemy models.

TECHNO-ORACULAR TARGETING

1CP

Necrons - Battle Tactic Stratagem

Guided by the painstaking predictions of a concave of oracles, this shot strikes impeccably true.

Use this Stratagem in your Shooting phase, before making the wound roll for an attack made by a **NECRONS** model from your army. Do not make a wound roll for that attack: it automatically wounds the target.

EXTERMINATION PROTOCOLS

2CP

Necrons - Battle Tactic Stratagem

Lokhus Destroyers have sacrificed every last ember of their souls in order to pursue the eradication of all mortal life.

Use this Stratagem in your Shooting phase, when a **LOKHUS DESTROYERS** or **LOKHUS HEAVY DESTROYERS** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the wound roll.

STORM OF FLENSING BLADES

2CP

Necrons - Battle Tactic Stratagem

Driven into a grotesque frenzy by the hot gore spilling through their wounds, the Flayed Ones lay about themselves wildly with their vicious talons.

Use this Stratagem at the end of the Fight phase. Select one **FLAYED ONES** unit from your army within Engagement Range of any enemy units that unit can fight again.

FRAGMENT TARGETING

1CP

Necrons - Battle Tactic Stratagem

Augmentative targeting routines have been pre-programmed into these Tomb Blades' strategic engagement protocols, holding the craft momentarily level as they lock on to their victims and unleash a withering barrage of fire.

Use this Stratagem in your Shooting phase. Select one **TOMB BLADES** unit from your army. Until the end of the phase:

- All Rapid Fire weapons that models in that unit are equipped with are treated as being Assault 2 weapons.
- Models in that unit do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.

JUDGEMENT OF THE TRIARCH

1CP

Necrons - Battle Tactic Stratagem

Those who defy the will of the Final Triarch are subject to swift and merciless retribution.

Use this Stratagem in your Shooting phase, when a **TRIARCH** unit is selected to shoot, or in the Fight phase, when a **TRIARCH** unit is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

ETERNAL PROTECTORS

1CP

Necrons - Battle Tactic Stratagem

Lychguard are the ultimate bodyguards; they never tire, never give a thought to their own safety over that of their master and fight all the harder as the danger to that master grows greater.

Use this Stratagem in the Fight phase. Select a «**DYNASTY**» **LYCHGUARD** unit from your army. Until the end of the phase, while that unit is within 3" of a friendly «**DYNASTY**» **NOBLE** model, add 1 to the Attack characteristic of each model in that unit.

RESURRECTION PROTOCOLS

1CP

Necrons - Epic Deed Stratagem

Necron rulers possess sophisticated self-repair systems that can re-knit their corporeal forms after even the most grievous wounds.

Use this Stratagem in any phase, when a **NECRONS INFANTRY NOBLE** or **NECRONS INFANTRY CRYPTER** model from your army is destroyed. You can choose to roll one D6 at the end of the phase instead of using any rules that are triggered when that model is destroyed (e.g. the Surrogate Hosts abilities). If you do, then on a 4+, set that model back up on the battlefield as close as possible to where they were destroyed and more than 1" away from any enemy models, with D3 wounds remaining. This Stratagem cannot be used to set the same model back up more than once per battle.

STRANGE ECHOES 1CP

Necrons - Epic Deed Stratagem

Battling its imprisonment, this C'tan Shard shows a flicker of will as it moulds its powers anew to the alarm of friend and foe alike.

Use this Stratagem in your Command phase. Select one **C'TAN SHARD** model from your army. Select one of the powers from the Powers of the C'tan (pg 68) that the model does not know. The selected power replaces one of the Powers of the C'tan that the model does know.

THE DEATHLESS ARISE 1CP

Necrons - Epic Deed Stratagem

Focusing all of its talents, this Technomancer drags rank upon rank of sundered Necron soldiery back to their feet.

Use this Stratagem in your Command phase. Select one **TECHNOMANCER** model from your army. Until the end of the phase, that model can use its Rites of Reanimation ability one additional time.

DIMENSIONAL DESTABILISATION 2CP/1CP

Necrons - Epic Deed Stratagem

As the powers of this C'tan Shard reshape reality, its aftershocks roll across the battlefield, triggering further cosmic phenomena.

Use this Stratagem at the end of your Movement phase, when a **C'TAN SHARD** model from your army has used a Power of the C'tan. Roll one D6; that model can immediately use the corresponding power from the Powers of the C'tan (pg 68), even if it has already been used this turn. If that model has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise it costs 1CP.

ENTROPIC STRIKE 2CP

Necrons - Epic Deed Stratagem

With every clenched fist, searing gaze and contemptuous gesture, the C'tan Shard obliterates from existence the matter that comprises its enemies.

Use this Stratagem in the Fight phase, when a **C'TAN SHARD** model from your army is selected to fight. Until the end of the phase, each time a melee attack is made by that model, invulnerable saving throws cannot be taken against that attack.

HAND OF THE PHAERON 2CP

Necrons - Requisition Stratagem

This dynasty's phaeron has sent out their chosen nemesis, imbuing them with regal and absolute power to act in their stead.

Use this Stratagem before the battle, when you are mustering your army. If your army does not contain a model with the **PHAERON** keyword, select one **NECRONS OVERLORD** model from your army (excluding named characters). That model gains the **PHAERON** keyword, and in your Command phase it can use its My Will Be Done ability one additional time. You can only use this Stratagem once.

DYNASTIC HEIRLOOMS 1CP

Necrons - Requisition Stratagem

Vast and sprawling are the treasure vaults of this legion's dynasty, and richly appointed are their noble leaders when in battle.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **NECRONS** keyword. Select one **NECRONS CHARACTER** model (excluding **C'TAN SHARD** models) in your army and give them one Relic (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

RAREFIED NOBILITY 1CP

Necrons - Requisition Stratagem

In a show of arrogant superiority, the Necrons' leader has brought the cream of their noble allies to war at their side.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **NECRONS** keyword. Select one **NECRONS CHARACTER** model (excluding **C'TAN SHARD** models) in your army and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model is only regarded as your **WARLORD** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

ENSLAVED PROTECTORS 1CP

Necrons - Strategic Ploy Stratagem

Should danger threaten, Canoptek constructs are compelled by their programming to surge reflexively to their masters' aid.

Use this Stratagem in your opponent's Charge phase. Select one **CANOPTEK** unit from your army. Until the end of the phase, that unit is eligible to perform Heroic Interventions as if it was a **CHARACTER**.

STELLAR ALIGNMENT PROTOCOL 2CP/1CP

Necrons - Strategic Ploy Stratagem

Driven by Cryptek manipulation, a key Necron war engine activates backup systems in order to fulfil its crucial pre-aligned role in the wider battle plan.

Use this Stratagem in the Command phase. Select one **NECRONS VEHICLE** model from your army that has a Wounds characteristic of 10 or more. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use. If that model has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise it costs 1CP.

SO ARGUABLY DO THESE KINGS WIELD THEIR TECHNOLOGIES, IF SUCH A KEY TERM CAN EVEN BE APPLIED TO DEVICES THAT PERVERT THE FUNDAMENTAL LAWS OF THE UNIVERSE'S REALM INTO THE DARKEST FORMS OF HERESY.

REANIMATION PRIORITISATION

2CP

Necrons - Strategic Ploy Stratagem

Concept: Reanimators can quickly re-prioritise which warriors are in greatest need of their healing beams.

Use this Stratagem in your opponent's Shooting phase, when a **NECRONS** unit from your army is selected as the target of an attack. Select one **CANOPTER REANIMATOR** model in your army that is within 6" of and visible to the targeted unit. That model can use its **Nanoscarab Reanimation Beam** ability as if it was your Command phase, selecting the targeted unit to be healed by its reanimation beam (any unit that was already being healed by that model's reanimation beam is no longer considered to be healed by it).

BURROWING NIGHTMARES

1CP

Necrons - Strategic Ploy Stratagem

Writhing and hissing, these Ophydian Destroyers plunge back into the bedrock with slashing claw strokes and flickering dimensional displacements. The foe look on fearfully, knowing that the murderous androids will not remain buried for long.

Use this Stratagem at the start of your Movement phase. Select one **OPHYDIAN DESTROYERS** unit from your army that is on the battlefield. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set that unit back up on the battlefield anywhere that is more than 9" away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

SELF-DESTRUCTION

1CP

Necrons - Strategic Ploy Stratagem

If enabled, the self-destruct protocols of Canoptek Scarabs cause them to explode in a hail of razor-sharp armour fragments.

Use this Stratagem in the Fight phase, when a **CANOPTEK SCARAB SWARMS** unit from your army is selected to fight. Select one model in that unit. After that unit has finished piling in, you can select one enemy unit within Engagement Range of that model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. The **CANOPTEK SCARAB SWARM** model is then destroyed.

PRISMATIC DIMENSIONAL BREACH

1CP

Necrons - Strategic Ploy Stratagem

Engaging a secondary prismatic filter built into its invasion beam projector, the Necron construct splits the skin of reality with multiple dimensional doorways from which the dynastic legions advance.

Use this Stratagem in the Reinforcements step of your Movement phase. Select one **<DYNASTY> CORE** unit from your army that is in Strategic Reserves, and then select one friendly **<DYNASTY> NIGHT SCYTHE** or **<DYNASTY> MINDLITH** model that is on the battlefield. Set that **CORE** unit up anywhere on the battlefield that is wholly within 3" of that **NIGHT SCYTHE** or **MINDLITH** model and not within Engagement Range of any enemy units. This Stratagem cannot be used in the first battle round.

SHADOWS OF DRAZAK

1CP

Necrons - Strategic Ploy Stratagem

These Flayed Ones have drawn the crawling shadows of their charnel realm through the veil with them. Now, they slink ever closer to the enemy, their red eyes glowing like eerie lanterns from amidst coiling curtains of ice-cold darkness.

Use this Stratagem in any phase, when a **FLAYED ONES** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's hit roll.

AETHERIC INTERCEPTION

1CP

Necrons - Strategic Ploy Stratagem

With hunters' instincts honed over aeons, the Deathmarks pounce precisely at the moment their prey enter battle, gunning them down before they can even act.

Use this Stratagem in the Reinforcements step of your opponent's Movement phase, after an enemy unit has been set up on the battlefield. Select one **HYPERSPACE HUNTER** unit from your army that is either on the battlefield, in a hyperspace dimension or in Strategic Reserves.

- If that **HYPERSPACE HUNTER** unit is in a hyperspace dimension or in Strategic Reserves, set it up anywhere on the battlefield that is within 18" of that enemy unit and more than 9" away from any enemy models.
- That **HYPERSPACE HUNTER** unit can, at the end of the phase, shoot as if it were your Shooting phase, but until the end of the phase it can only target the enemy unit that was just set up on the battlefield (and only if that enemy unit is an eligible target for that attack).

RELENTLESS ONSLAUGHT

1CP

Necrons - Strategic Ploy Stratagem

The Necron soldiery stride forward, tracking their targets and unleashing volley after volley with merciless efficiency.

Use this Stratagem in your Shooting phase, when a **CORE INFANTRY** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a Rapid Fire weapon, an unmodified hit roll of 6 scores one additional hit.

CURSE OF THE PHAERON

3CP/1CP

Necrons - Strategic Ploy Stratagem

Necron nobles are jealously protective of their armoury - should foes destroy such a jewel of the dynastic hoard, they risk triggering vengeance protocols intended to demonstrate the Necrons' displeasure in an explosive fashion.

Use this Stratagem in any phase, when a **NECRONS VEHICLE** model from your army is destroyed. Do not roll to see if that model explodes; it does so automatically. If that model has the **TITANIC** keyword, this Stratagem costs 3CP; otherwise it costs 1CP.

ATAVISTIC INSTIGATION

1CP

Necrons - Strategic Ploy Stratagem

As the Doom Scythe screams overhead, its foes search for any cover lest they too be disintegrated in the ensuing onslaught.

Use this Stratagem in your Shooting phase, when a **DOOM SCYTHE** model from your army is selected to shoot. After you select the target unit for that model's heavy death ray, select one enemy unit within 3' of that target (you can select the target itself if you wish); that enemy unit can either brace or duck for cover.

- If that unit braces, and it is not a **VEHICLE** or a **MONSTER** unit, it suffers D3 mortal wounds.
- If that unit ducks for cover, then until the end of the turn, subtract 1 from the Attacks characteristic of models in that unit, and that unit cannot fire Overwatch or Set to Defend (see the Warhammer 40,000 Core Book).

REVENGE OF THE DOOMSTALKER

2CP

Necrons - Strategic Ploy Stratagem

Should their masters be slain, vengeance sub-protocols within Canoptek Doomstalkers are triggered. The looming machines twing their guns to bear upon those who struck the killing blow.

Use this Stratagem in any phase, when a **<DYNASTY> CHARACTER** unit from your army is destroyed by an enemy unit. Select one friendly **<DYNASTY> CANOPTEK DOOMSTALKER** model from your army.

- At the end of the phase, that **CANOPTEK DOOMSTALKER** model can shoot as if it were your Shooting phase, but it can only target that enemy unit (and only if that enemy unit is an eligible target for that attack).
- Until the end of the battle, each time that **CANOPTEK DOOMSTALKER** model makes an attack that targets that enemy unit, add 1 to that attack's hit roll.

DISRUPTION FIELDS

1CP

Necrons - Wargear Stratagem

The thrumming aura of negative energy known as a disruption field warps and dissolves both armour and flesh.

Use this Stratagem in the Fight phase, when a **NECRONS CORE** unit from your army is selected to fight. Until the end of the phase, add 1 to the Strength characteristic of models in that unit.

DISINTEGRATION CAPACITORS

1CP

Necrons - Wargear Stratagem

Molecular disintegration emitters activate within these Necrons' weapons even as they open fire, flaying away additional layers of enemy armour in explosive eruptions of glowing dust.

Use this Stratagem in your Shooting phase, when a **NECRONS** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a **GAUSS** weapon (pg 112), an unmodified hit roll of 6 automatically wounds the target.

MALEVOLENT ARCING

1CP

Necrons - Wargear Stratagem

Leaping and coiling about its target with malicious pseudo-sentience, the living lightning of these Tesla weapons coils outward like a slaver's whip to lash at yet more nearby victims.

Use this Stratagem in your Shooting phase, when a **NECRONS** model from your army targets an enemy unit with a Tesla weapon (pg 112). After making that weapon's attacks, roll one D6 for each other unit within 6' of that enemy unit: on a 4+, the unit being rolled for suffers 1 mortal wound.

WHIRLING ONSLAUGHT

1CP

Necrons - Wargear Stratagem

Skorpekh Destroyers cannon into battle with a spiralling gait that allows them to deflect enemy shots with their whirling blades.

Use this Stratagem in any phase, when a **SKORPEKH DESTROYERS** or **SKORPEKH LORD** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attack's wound roll.

QUANTUM DEFLECTION

1CP

Necrons - Wargear Stratagem

Necron quantum shielding is a true marvel of techno-arcana, phasing into existence at the moment of impact and capable of adaptive remodulation to diffuse and deflect even the most powerful enemy attacks.

Use this Stratagem in any phase, when a **NECRONS QUANTUM SHIELDING** unit from your army is selected as the target of an attack. Until the end of the phase, models in that unit have a 4+ invulnerable save.

SOLAR PULSE

1CP

Necrons - Wargear Stratagem

Many Necron weapons contain pulsing orbs, within which is bound the awesome power of a solar flare.

Use this Stratagem in your Shooting phase. Select one enemy unit. Until the end of the phase, each time a model in a **NECRONS** unit from your army makes a ranged attack against that enemy unit, the target does not receive the benefits of cover against that attack.

RECONSTITUTION PROTOCOLS

1CP

Necrons - Wargear Stratagem

In response to pre-programmed parameters, this Ghost Ark diverts additional power to rapidly repairing and re-deploying the fallen Necron soldiers that it has harvested from the battlefield.

Use this Stratagem in your Command phase. Select one **GHOST ARK** unit from your army. Until the end of the phase, each time that unit uses its Repair Barge ability, you can set up to D6 destroyed models back up on the battlefield, instead of D3.

DYNASTIC STRATAGEMS

If your army includes a **MEPHRIT**, **NEPHREKH**, **NIHILAKH**, **NOVOKH**, **SAUTEKH** or **SZAREKHAN** Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you will gain access to that dynasty's Stratagem, shown below, in addition to the ones on pages 56-59. Such a Detachment is one where every unit in that Detachment (excluding **DYNASTIC AGENTS** and **C'TAN SHARD** units) is from the same dynasty (and it is one of the ones listed above).



TALENT FOR ANNIHILATION 1CP

Mephrat – Strategic Play Stratagem

The Mephrat seek not merely to defeat their foes, but to entirely expunge them from the face of the galaxy.

Use this Stratagem in your Shooting phase, when a **MEPHRIT** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).



TRANSLOCATION CRYPT 1CP

Nephrekh – Wargear Stratagem

Masters of teleportation technology, the Nephrekh ride into battle upon blinding beams of light from deep within their armoured tomb complexes.

Use this Stratagem before the battle when declaring reserves and transports (if you are playing a mission without this step, use this Stratagem during deployment instead). Select one **NEPHREKH** unit (excluding **VEHICLE** or **MONSTER** units) from your army. That unit gains the Dimensional Translocation ability (pg 80).



RECLAIM A LOST EMPIRE 1CP

Nihilakh – Strategic Play Stratagem

The Nihilakh seek to rule the galaxy, and once they have claimed a domain it is almost impossible to drive them from it.

Use this Stratagem in your Shooting phase. Select one **NIHILAKH INFANTRY** unit from your army that is currently performing an action. That unit can still shoot this phase without that action failing.



BLOOD RITES 1CP

Novokh – Battle Tactic Stratagem

Anointed in the spurting blood of the foe, the movements of the Novokh legions become ever more swift, purposeful and deadly.

Use this Stratagem in the Fight phase, when a **NOVOKH** unit from your army is selected to fight. Until the end of the phase, add 1 to the Attacks characteristic of models in that unit.



METHODICAL DESTRUCTION 2CP

Sautekh – Battle Tactic Stratagem

The Sautekh Dynasty excel in systematic killing, marking each target then concentrating their fury upon it until it is completely obliterated.

Use this Stratagem in your Shooting phase, after a **SAUTEKH** unit from your army has finished making its attacks. Select one enemy unit that was targeted by an attack made by a model in that unit this phase. Until the end of the phase, each time an attack is made by a model in another friendly **SAUTEKH** unit against that enemy unit, add 1 to that attack's hit roll.



EMPYRIC DAMPING 1CP

Szarekhan – Wargear Stratagem

Many Szarekhan bear finely worked noctilith chest-ankhs that create an ambient counter-empyric field that deadens the abilities of even the most powerful psykers.

Use this Stratagem in your opponent's Psychic phase, when an enemy **PSYKER** attempts to manifest a psychic power within 18" of a **SZAREKHAN** unit from your army. Roll one D6 on a 4+, that psychic power is denied.

THE BEHEMOTHS THAT WE DEALT WITH THE TECHNOLOGISTS ARE SOCIAL STRUCTURE BY THEIR ARMY'S BEHEMOTHS. THE MORE I COME TO BELIEVE THAT CREATED - MASS POLYMERAS APPROVED PER HERETICAL HONORARY STUDY.

CRYPTEK ARKANA

If your army is battle-forged and includes any **NEURONS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then when you are mustering your army, you can upgrade any of the **CRYPTEK** models in your army by giving them an item of Cryptek Arkana, chosen from those presented here. Each time you give a **CRYPTEK** model an item of Cryptek Arkana, its Power Rating is increased by the amount shown in the table opposite. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model is also increased by the amount shown on the same table. Make a note on your army roster each time you give a **CRYPTEK** model an item of Cryptek Arkana.

Named characters cannot be given Cryptek Arkana. Each **CRYPTEK** model can only have one item of Cryptek Arkana. An army (or a Crusade force) cannot include the same item of Cryptek Arkana more than once. Cryptek Arkana are not considered to be Relics for any rules purposes – this means a **CRYPTEK** model can be equipped with both a Relic and an item of Cryptek Arkana.

A Crusade force cannot start with any **CRYPTEK** models having Cryptek Arkana – to include one in a Crusade force you must use the Cryptek Arkana Requisition (pg 72).

CRYPTEK ARKANA ITEM	POWER	POINTS
ATAVINDICATOR	+1	+25
CORTICAL SUBJUGATOR SCARABS	+1	+15
COUNTERTEMPORAL NANOMINES	+2	+30
CRYPTOGEOMETRIC ADJUSTER	+1	+15
DIMENSIONAL SANCTUM	+1	+15
FAIL-SAFE OVERCHARGER	+2	+30
HYPERMATERIAL ABLATOR	+1	+25
METALDERMAL TESLA WEAVE	+1	+20
PHOTONIC TRANSUBJECTOR	+1	+20
PHYLACTERINE NIVE	+1	+20
PRISMATIC OBFUSCATOR	+1	+20
QUANTUM ORB	+1	+20

ATAVINDICATOR

Employing psycho-interrogative transoptic projectors, this cruel device plucks the target's most primitive fears from their mind and projects them in a bewildering assault upon their field of vision. Bombarded by horrible visions of their own crushing death, foes are likely to harm themselves in an effort to escape their hallucinatory fate, or else suffer crippling psychological and physical side effects from their state of abject terror.

PSYCHOMANCER model only. At the end of your Movement phase, select one enemy unit (excluding **VEHICLE** units) within 18" of the bearer and roll 3D6; if the total is equal to or greater than that enemy unit's Leadership characteristic, it suffers D3 mortal wounds.

CRYPTOGEOMETRIC ADJUSTER

Keen to trigger vertiginous responses in the sensory apparatus of non-Neuron life forms, this malicious device causes nearby foes to shoot wildly and inaccurately as their perception of space and time warps in a dizzying rush.

At the start of your opponent's Shooting phase, you can select one enemy unit that is within 12" of and visible to the bearer. Until the end of the phase, each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

PHOTONIC TRANSUBJECTOR

This device fashions temporary, hard-light hologrammatic simulacra of its user to bewilder attackers and confound assassins.

Once per turn, the first time a saving throw is failed for the bearer, the Damage characteristic of that attack is changed to 0.

DIMENSIONAL SANCTUM

This Cryptek has had a personal dimensional pocket-reality crafted for them, from which they can emerge into battle at will.

The bearer gains the Dimensional Translocation ability (pg 80).

CORTICAL SUBJUGATOR SCARABS

Paranoid and self-obsessed, this Cryptek has seen to it that key underlings are infested – without their knowledge, of course – with a specialised variant of mindshackle scarabs. In an emergency, these allow the parasitised minion to be activated, their thought patterns overridden by the singular and overwhelming desire to storm into battle and protect their master, no matter the cost.

Once per battle, at the start of the Heroic Interventions step of your opponent's Charge phase, you can select one friendly **<DYNASTY>** unit within 6" of the bearer. Unless that unit is within Engagement Range of any enemy units, it can perform a Heroic Intervention as if it were a **CHARACTER**.

COUNTERTEMPORAL NANOMINES

Released from a hive-gem about the bearer's person, a swarm of nanoscarabs sweep out and lace the ground before them with microscopic temporal charges. Foes advancing into this invisible minefield find reality stuttering and glitching around them as they trigger one minute time-slow after another.

CHRONOMANCER model only. In your Shooting phase, you can select one enemy unit within 18" of the bearer. Until the start of your next turn, halve Advance rolls and charge rolls made for that unit.

FAIL-SAFE OVERCHARGER

By triggering the override protocols embedded in this stave, the bearer can activate the guardian fail-safes in nearby Canoptek constructs. Believing the Master Program of their tomb world to be under direct assault, the constructs access hidden power reservoirs and enter a furious state of aggressive overdrive.

TECHNMANCER model only. In your Command phase, you can select one friendly **CANOPTEK** unit within 9" of the bearer. Until the start of your next Command phase, add 1 to the Attacks characteristic of models in that unit. If that unit is a **MONSTER** or **VEHICLE** unit, add D3 to the Attacks characteristic of models in that unit instead of 1.

HYPERMATERIAL ABLATOR

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

In your Command phase, you can select one friendly **<DYNASTY> CORE** or **<DYNASTY> CANOPTEK** unit within 9" of the bearer. Until the start of your next Command phase, each time a ranged attack is made against that unit, if the attacker is more than 12" away, then the unit you selected is treated as having the benefits of light cover (see the Warhammer 40,000 Core Book).

QUANTUM ORB

This smooth and featureless orb is activated by the depression of a series of hidden triggers across its surface in a particular sequence. This act releases the safeguard fields within it one at a time. When the last of these is released, the device is annihilated along with those nearby as it frees the collapsing quantum singularity at its heart.

PLASMANCER model only. Once per battle, in your Command phase, the bearer can activate this item of Cryptek Arkana. If it does, select one point on the battlefield anywhere within 24" of the bearer and place a marker on that point. At the start of your next Command phase, roll one D6 for each unit within 6" of the centre of that marker, subtracting 1 if the unit being rolled for is a **CHARACTER**. On a 4-5, that unit suffers D3 mortal wounds, and on a 6, that unit suffers 3 mortal wounds. The marker is then removed.

METALODERMAL TESLA WEAVE

This microsilicate weave generates a cyclical electrostatic overbald that, providing its user triggers it in time, sends uncing lightning leaping out to roast onrushing attackers.

At the end of the Charges step of your opponent's Charge phase, you can select one enemy unit that finished a charge move within 6" of the bearer this phase. Roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds.

PHYLACTERINE HIVE

Held in a stabilised flux-field within this small mica-steel orb is a swarm of particularly potent, if short-lived, nanocarabids. By deactivating the field, then tossing the hive into the midst of a friendly Necron unit, these quick-burning repair drones can be unleashed to restore the physical forms of even the most complex or unusual android soldiery.

TECHNMANCER model only. Once per battle, when the bearer uses its Rites of Reanimation ability, you can select one friendly **<DYNASTY> CANOPTEK**, **<DYNASTY> DESTROYER CULT** or **TRIANCH PRAETORIAN** unit to be affected by that ability instead of one friendly **<DYNASTY> CORE** unit.

PRISMATIC OBFUSCATRON

The bearer of this shimmering interspatial gem is surrounded by a multispectral glare so dazzling to organic sight, and so bewildering to artificial senses, that they resemble nothing less than a blazing star. Even looking at them is a trial, much less attempting to fire upon them. Only as they draw nearer does the cosmic glamour subside and the bearer resolve into their true self.

Unless the bearer is the closest eligible target, enemy models cannot target it with ranged attacks.

WARLORD TRAITS

If a **NECRONS CHARACTER** model is your **WARLORD**, you can use the Necrons Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If you wish, instead of selecting a Warlord Trait from the table below, you can select a Dynastic Warlord Trait for your **WARLORD** from the table opposite, but only if they are from the relevant dynasty.

When you have determined a Warlord Trait for a **NECRONS CHARACTER** model, replace all instances of the «**DYNASTY**» keyword on their Warlord Trait (if any) with the name of the dynasty that your **CHARACTER** is from. If your Warlord has the **DYNASTIC AGENT** keyword, replace all instances of the «**DYNASTY**» keyword on any Warlord Trait they have (if any) with **NECRONS**.



NECRONS WARLORD TRAITS

1. ENDURING WILL

No mortal weaponry will break this warlord's iron resolve.

Each time an attack is allocated to this **WARLORD**, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

2. ETERNAL MADNESS

This warlord's sanity suffered during the Great Sleep, and now he is driven by a wrathful zeal.

Each time this **WARLORD** makes a melee attack, you can re-roll the wound roll.

3. IMMORTAL PRIDE

This warlord refuses to allow his warriors a single step backwards even in the face of intense psychic onslaught.

- Each time this **WARLORD** would lose a wound as the result of a mortal wound, roll one D6, on a 5+, that wound is not lost.
- This **WARLORD** has the following ability: **'Immortal Pride (Aura):** While a friendly «**DYNASTY**» **CORE** unit is within 6" of this model, each time a Combat Attrition test is taken for that unit, ignore any or all modifiers.'

4. THRALL OF THE SILENT KING

This warlord pursues the agenda of the Silent King, and so commands his legions with unparalleled authority.

Add 3" to the range of this **WARLORD**'s aura abilities (to a maximum of 9"). In addition, when this **WARLORD** uses its My Will Be Done, The Lord's Will or Adaptive Strategy abilities, you can select one friendly «**DYNASTY**» **CORE** unit within 12" of this **WARLORD**, instead of 9".

5. IMPLACABLE CONQUEROR (AURA)

This warlord strides at the head of his legions.

While a friendly «**DYNASTY**» **CORE** unit is within 6" of this **WARLORD**, you can re-roll charge rolls made for that unit.

6. HONOURABLE COMBATANT

This warlord is a strict adherent to the ancient codes.

In the Fight phase, each time this **WARLORD** is selected to fight, it can engage in honourable combat. If it does, select one enemy **CHARACTER** unit; until the end of the phase, add 2 to the Attacks characteristic of this **WARLORD**, but it can only make attacks that target that enemy **CHARACTER** unit.

DYNASTIC WARLORD TRAITS



MEPHRITH: MERCILESS TYRANT

Warlords of the Mephrith Dynasty will suffer no threats to their rule, annihilating any who dare to oppose them.

Add 1 to the Strength and Attacks characteristics of this **WARLORD**.



NEPHREKH: SKIN OF LIVING GOLD

Those who gaze upon this Nephrekh warlord are blinded by his radiant glory.

Each time an attack is made against this **WARLORD**, subtract 1 from that attack's hit roll.



NIHILAKH: PRECOGNITIVE STRIKE

This Nihilakh warlord has foreseen his moment of glorious victory - or rather, the Yyth Seer has done so.

At the start of the Fight phase, if this **WARLORD** is within Engagement Range of any enemy units, it can fight first that phase.



NOVOKH: BLOOD-FUELLED FURY

Warlords of the Novokh Dynasty are awakened and empowered by the gushing blood of the foe.

Each time this **WARLORD** makes a melee attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.



SAUTEKH: HYPERLOGICAL STRATEGIST

Sautekh warlords can apply a filter of infallible logic to develop unbeatable strategies.

While this **WARLORD** is on the battlefield, each time you spend a Command point to use a Stratagem you can roll one D6: on a 5+, that Command point is refunded.



SZAREKHAN: THE TRIARCH'S WILL

Certain in the knowledge that they act as arbiters of the Final Triarch, this Szarekhan warlord exercises overwhelming strategic authority.

If your **WARLORD** has this Warlord Trait, then when assigning command protocols for the battle (pg 81), you can select four command protocols instead of five, and then one of those command protocols can be assigned to two battle rounds instead of one 5

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below:

Named Character

The Silent King
Imotekh the Stoemlord
Nemesor Zahndrekh
Vargard Obyron
Iluminor Szaras
Orikan the Drivener
Anrakyr the Traveller
Triarny the Infinite

Warlord Trait

The Triarch's Will
Hyperlogical Strategist
Eternal Madness
Honourable Combatant
Enduring Will
Immortal Pride
Implacable Conqueror
Enduring Will

RELICS

If your army is led by a **NECRONS WARLORD**, you can, when mustering your army, give one of the following Relics of the Aeons to a **NECRONS CHARACTER** model from your army. Named characters and **C'TAN SHARD** models cannot be given any of the following Relics.

When a model from your army is given a Relic of the Aeons, replace all instances of the **<DYNASTY>** keyword on that Relic's rules (if any) with the name of the dynasty that your model is from.

Note that some Relics replace one of the model's existing weapons or items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the weapon/item of wargear that is being replaced. Write down any Relics of the Aeons your models have on your army roster.

ORB OF ETERNITY

The *Orb of Eternity* is thought to be the first resurrection orb ever created. For millennia, it rested in a primitive fane on the world of Ormardus, where the indigenous populace marvelled at its ability to effect repairs upon their technologies. Ever since this state of affairs was righted by a host of Triarch Praetorians, the orb has been imparted as a boon to those nobles who are deemed worthy.

Model with a resurrection orb only. This Relic replaces a resurrection orb. Once per battle, in your Command phase, the bearer can use this Relic. If it does, select one friendly **<DYNASTY>** unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. 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.

NANOSCARAB CASKET

Invented by the Cryptek Onyx Swarm, this vial of black crystal is filled with thousands of tiny Canspecter automatons. Once released, the swarm of constructs envelops the bearer's necrodernis, repairing wounds and flooding their body with synthetic stimuli.

Each time the bearer uses its Living Metal ability, it regains 1 additional lost wound.

GAUNTLET OF THE CONFLAGRATOR

Crafted by the Cryptek Harriquet the Conflagrator, this gauntlet uses interdimensional energy-exchangers to open a microscopic conduit to the raging heart of a star. The superheated plasmaic flame that erupts through this hole is forced down a cone of hyper-dense gravitons that spew the energy forth in a blazing cloud.

This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Gauntlet of the Conflagrator	12"	Plasma 1	-	-	-

Abilities: Each time an attack is made with this weapon, that attack automatically hits the target. Instead of making a wound roll, roll one D6 for each model in the target unit; that unit suffers 1 mortal wound for each result of 6 and the attack sequence ends.

VEIL OF DARKNESS

This device was fashioned from transpositantium, 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, enfolded 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.

Once per battle, in your Movement phase, the bearer can use this Relic. If it does, the bearer's unit and up to one friendly **<DYNASTY>** Core unit within 3" of the bearer can be removed from the battlefield and set back up anywhere on the battlefield that is more than 9" away from any enemy models. If two units are set back up on the battlefield using this Relic, both units must be placed wholly within 6" of each other.

VOLTAIC STAFF

The Voltaic Staff is the pinnacle of the art of aethermancy. Blazing arcs of lightning continuously ripple down the shaft of this onyx staff, and the bearer can send these electrostatic beams hurtling towards their enemies with fearsome rapidity. Living targets are enveloped in a searing halo of bone-charring voltage, while vehicles find their guidance systems burned out and their hulls peeled open.

Model with a staff of light only. This Relic replaces a staff of light and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Voltaic Staff [shooting]	18"	Assault 4	6	-2	2
Voltaic Staff [melee]	Melee	Melee	+1	-2	2

Abilities [shooting]: Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

VOIDREAPER

Legend has it that on the day the Nightbringer was sundered into shards, this warscythe appeared in the armoury of the Nekhetyst Dynasty's crownworld. Its blade is a sliver of the void, and when swung, it cuts through more than just mere physical forms. Its victims drop to the ground as husks, their souls torn from their bodies before dissipating with final screams of horror.

Model with a voidscythe or warscythe only. This Relic replaces a voidscythe or warscythe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Voidreaper	Melee	Melee	+2	-4	3

Abilities: Each time an attack is made with this weapon, rules that ignore wounds cannot be used.

SEMPITERNAL WEAVE

Only the finest Cryptek artificers know the secret of crafting a Sempiternal Weave. These gossamer-thin plates are formed from phase-hardened amaranthine 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.

INFANTRY NOBLE model only. Add 1 to the Toughness and Wounds characteristics of the bearer.

THE ARROW OF INFINITY

This advanced tachyon weapon contains a gravitationally compressed sliver of the Star of Ages, the magnificent energy crystal that was the heart of the Khoryphane civilisation. The Crypteks of the Mandrakyn Conclave eradicated the Khoryphane to seize the crystal, and now use its tremendous destructive force to subjugate new foes.

Model with tachyon arrow only. This Relic replaces a tachyon arrow and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Arrow of Infinity	120"	Assault 1	16	-5	6

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

CONDUIT OF STARS

At this gun's heart lies a condensed particle-prison within which the dying heart of a star writhes in endless death throes. Though vast power must be expended to contain this volatile star-fragment, bleeding off even the merest flickers of its energies produces lethal blasts.

NEPHRIT model only. This Relic replaces a relic gauss blaster and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Conduit of Stars	36"	Rapid Fire 3	6	-2	2

SOLAR STAFF

Forged within the Heliocentarium of Aryand, the Solar Staff burns with the light of truth and honour. Set loose, the staff's energies blaze outward in a mighty flare, as though a new sun was born. The darkness is driven back by this false dawn, and the foe reels as their eyes are blinded and their deceptions are laid bare.

NEPHREX model with a staff of light only. This Relic replaces a staff of light and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Solar Staff [shooting]	24"	Assault 6	5	-2	1
Solar Staff [melee]	Melee	Melee	User	-2	1

Abilities: Each time an attack is made with this weapon against an **INFANTRY** unit, if a hit is scored, then until the end of the turn that unit is blinded. Blinded units cannot fire Overwatch or Set to Defend (see the Warhammer 40,000 Core Book).

INFINITY MANTLE

Fashioned from unique cosmic materials amassed over aeons amidst the Nihilakh Dynasty's treasure horde, this regal battle armour resists hostile blows and energies by means even its creators do not fully comprehend, and could never recreate.

NIMILAKH model only.

- Add 1 to armour saving throws made for the bearer.
- Each time the bearer would lose a wound, roll one D6: on a 6, that wound is not lost.

BLOOD SCYTHE

It is said that Ultep the Divider fought ten thousand duels and was never once defeated. He is amongst the Novokh's greatest heroes, venerated to this day by the dynasty's warrior cults. Only the untrammeled power of a rampaging C'tan finally scattered Ultep's metal body to atoms, though his crimson war scythe survived his destruction. Forged from sanguiphagic star-metal alloys, a single cut from this blade can draw a torrent of blood from an opponent.

NOVOKH model with a voidscythe or warscythe only. This Relic replaces a voidscythe or warscythe and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Blood Scythe	Melee	Melee	+2	-4	2

Abilities: Each time the bearer fights, it makes 2 additional attacks with this weapon.

THE VANQUISHER'S MASK

This death mask - affixed to its wearer's android skull by means of a microgravitic weave - incorporates a sliver of metal harvested from the weapons and armour of every enemy commander ever bested by Sannikh forces. Contra-empathic nullifiers are built into its structure, lending the wearer's eye lenses a terrifying lantern glare as they radiate waves of disharmony, mistrust and primitive terror that disrupt and paralyse their enemies' minds.

SAUTERX model only. At the start of the Fight phase, you can select one enemy unit within 3' of the bearer. That unit is not eligible to fight this phase until after all eligible units from your army have done so.

THE SOVEREIGN CORONAL

A band of living quicksilver, this strange artefact is shot through with artificial networks of command-wave nanocircuitry. This strange pseudo-animate crown is gifted to especially prominent nobles amongst the Szarekhan Dynasty. 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.

SZAREKHAN NOBLE model only. The bearer has the following abilities:

- **Command-wave Amplifier (Aura):** While a friendly **SZAREKHAN** unit is within 9" of the bearer, that unit benefits from the selected directive of your army's active command protocol while it is within 9" of a friendly **NECROS CHARACTER** model (excluding **C'TAN SIGNA** models), instead of 6".
- **Synthetic Cortex Enhancer (Aura):** While a friendly **SZAREKHAN CORE** unit is within 9" of the bearer, that unit benefits from both directives of your army's active command protocol, instead of just the selected one.

POWERS OF THE C'TAN

Before the battle, generate the Powers of the C'tan for C'TAN SHARD units from your army using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers each unit knows. If selecting powers, a power cannot be selected for a second time until all other powers have been selected at least once by units in your army, and no unit can know the same power more than once. Write down any Powers of the C'tan your units know on your army roster.

POWERS OF THE C'TAN

1. ANTIMATTER METEOR

This C'tan Shard gathers an orb of roiling antimatter, before hurling the crackling projectile into the midst of the foe.

Roll one D6, adding 1 to the roll if this C'TAN SHARD is a TESSERACT VAULT: on a 3-5, the closest enemy unit that is within 24" of and visible to this C'TAN SHARD suffers 3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds.

2. TIME'S ARROW

Twisting the flow of causality and remoulding temporal streams, this C'tan Shard erases its foe's existence from space and time.

Select one enemy unit within 18" of and visible to this C'TAN SHARD. Roll one D6, adding 1 to the roll if this C'TAN SHARD is a TESSERACT VAULT: if the total equals or exceeds the Wounds characteristic of any models in that enemy unit, your opponent selects one of those models to be destroyed.

3. SKY OF FALLING STARS

Savagely beautiful spheres of coruscating light plummet from the cold depths of space, growing to roaring bale-stars as they approach, then impacting with killing force.

Select up to three enemy units within 24" of this C'TAN SHARD. For each of those units, roll one D6: on a 1-5, if the dice result is less than the number of models in that unit, that unit suffers D3 mortal wounds. If this C'TAN SHARD is a TESSERACT VAULT, that unit suffers 3 mortal wounds from this power, instead of D3.

4. COSMIC FIRE

At this C'tan Shard's gestured command, a pillar of black fire streaks down from the heavens to consume the foe.

Roll one D6 for each enemy unit within 9" of this C'TAN SHARD: on a 4+, that unit suffers D3 mortal wounds. If this C'TAN SHARD is a TESSERACT VAULT, units suffer 3 mortal wounds from this power, instead of D3.

5. SEISMIC ASSAULT

Stone fractures and ores melt as the C'tan Shard drags up tides of magma from deep below. Foes are plunged screaming into steam-gushing vents as the land shatters beneath them, while tectonic shock waves hurl others from their feet with bone-breaking force.

Select one enemy unit within 18" of and visible to this C'TAN SHARD. Roll one D6 for each model in that unit, adding 1 to the roll if this C'TAN SHARD is a TESSERACT VAULT: for each 6+, that unit suffers 1 mortal wound, to a maximum of 10 mortal wounds.

6. TRANSDIMENSIONAL THUNDERBOLT

The C'tan Shard projects a crackling bolt of energy from its outstretched palm, blasting its foe into oblivion.

Select one enemy unit within 24" of and visible to this C'TAN SHARD (an enemy CHARACTER unit with a Wounds characteristic of 9 or less cannot be selected for this power while it is within 3" of another enemy unit, unless that CHARACTER unit is the closest visible enemy unit). Roll one D6: on a 2+, that unit suffers D3 mortal wounds. Then, roll one D6 for each other enemy unit within 3" of the selected unit: on a 4+, that unit suffers 1 mortal wound. If this C'TAN SHARD is a TESSERACT VAULT, roll for each other enemy unit within 6" of the selected unit, instead of 3".

UNIQUE C'TAN POWERS

C'TAN SHARD OF THE DECEIVER – COSMIC INSANITY

The C'tan Shard of the Deceiver uses its powers to flood his victims' minds with vast and terrible cosmic truths, overwhelming even the most inviolable minds and driving them instantly and irrevocably insane.

Select one enemy unit within 12" of and visible to this C'TAN SHARD. Roll one D6 and add this C'TAN SHARD's Leadership characteristic to the result. Your opponent then rolls one D6 and adds the Leadership characteristic of the selected unit to the result. That enemy unit suffers 1 mortal wound for each point by which your total exceeds your opponent's.

C'TAN SHARD OF THE NIGHTBRINGER – GAZE OF DEATH

Dark energies leap from the Shard's eyes and its distended man, reducing foes to blackened bones crawling with frost.

Select one enemy unit within 9" of and visible to this C'TAN SHARD. Roll three D6s: for each 4+, that unit suffers D3 mortal wounds.

C'TAN SHARD OF THE VOID DRAGON – VOLTAIC STORM

When this C'tan points one imperious hand, foes reel as the air sings with a monstrous whine. The awful sound builds, then erupts into a sudden and ferocious storm of emerald lightning to annihilate all it touches.

Select one enemy unit within 18" of and visible to this C'TAN SHARD (an enemy CHARACTER unit with a Wounds characteristic of 9 or less cannot be selected for this power while it is within 3" of another enemy unit, unless that CHARACTER unit is the closest visible enemy unit). Roll one D6: on a 2+, that unit suffers D3 mortal wounds (it suffers D6 mortal wounds instead if it has the VEHICLE keyword) and, until the start of your next turn, if that unit is a VEHICLE whose characteristics change as it loses wounds, then it halves the number of wounds it has remaining when determining what characteristics to use.

CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **NECRONS** keyword, and your **WARLORD** has the **NECRONS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **NECRONS** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

NO MERCY, NO RESPITE

CODE OF COMBAT

End Game Objective

Though the Necron nobility view even the mightiest of their foes as little more than barbarous beasts, still many seek to uphold the Triarchal codes by affording their enemies an honourable death.

Score 3 victory points at the end of the battle for each enemy unit that was destroyed by a **NECRONS NOBLE** unit from your army.

BATTLEFIELD SUPREMACY

PURGE THE VERMIN

Progressive Objective

This territory is infested by the contemptible vermin of the lesser races. They must be driven wholesale from the Necrons' rightful lands in order for reclamation to commence.

Score 2 victory points at the end of your turn for each table quarter that does not have any enemy units (excluding **AIRCRAFT** units) wholly within it. This objective cannot be scored in the first battle round.

THE TREASURES OF AEONS

Progressive Objective

The foe have looted ancient Necron riches that do not belong to them. These must be reclaimed at all costs.

If you selected this secondary objective, then after both sides have finished deploying, your opponent selects 3 objective markers on the battlefield. Score a number of victory points at the end of your turn if you control one or more of those objective markers, as shown in the table below:

NUMBER OF SELECTED OBJECTIVE MARKERS YOU CONTROL	VICTORY POINTS SCORED
1	2
2	3
3	5

SHADOW OPERATIONS

ANCIENT MACHINERIES

Progressive Objective

Countless worlds across the galaxy harbour quiescent Necron technology, buried beneath the surface or mistaken for mere xenosarchaeological ruins. As the Necron conquest of the galaxy gathers pace, so they seek to rouse these strange engines to wakefulness and – in so doing – reclaim the worlds upon which they languish.

If you selected this secondary objective, then after both sides have finished deploying, starting with your opponent, the players alternate selecting objective markers that are not within any player's deployment zone to be Ancient Machinery objective markers, until 3 objective markers have been selected (if there is only one such objective marker, then only that objective marker is an Ancient Machinery objective marker).

NECRONS CORE or **NECRONS CANDYTEK** units from your army can attempt the following action:

Awaken Ancient Machinery (Action): At the end of your Movement phase, one or more **NECRONS CORE** or **NECRONS CANDYTEK** units from your army can start to perform this action. Each unit from your army that starts to perform this action must be in range of a different Ancient Machinery objective marker. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT**) in range of the same objective marker. The action is completed at the end of your next Command phase, provided the unit attempting that action is still within range of that Ancient Machinery objective marker.

Score 3 victory points each time a unit from your army completes the Awaken Ancient Machinery action.

MATCHED PLAY RULES

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with Necrons, such as Agendas, Battle Traits and Crusade Relics that are bespoke to NECRONS units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS

NECRONS units attempt to achieve unique Agendas in Crusade battles, which can be found on page 71. These Agendas reflect the unique goals of Necrons armies on the battlefield and help to reflect these particular methods of waging war. You can find out more about Agendas in the Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS

The Requisitions presented on page 72 can be used on NECRONS units. They represent unique upgrades and effects for NECRONS units in a Crusade force that help to reflect the individual character of their tomb world and its legions.

BATTLE TRAITS

NECRONS units can select one of the Battle Traits presented on page 73 as they gain experience and are promoted in your Crusade force. These help to reflect the distinctive upgrades and Battle Honours that are bestowed upon NECRONS units.

DYNASTIC EPITHETS

Each time a NECRONS NOBLE WARLORD wins a victory, their legend will grow and they will acquire a new title. On page 74 you will find a list of Dynastic Epithets that can be gained. If such a WARLORD gains enough titles they can also gain one or more additional abilities, which are described on page 75.

WEAPON ENHANCEMENTS

NECRONS units equipped with Tesla or Gauss weapons can select one of the Weapon Enhancements presented on page 76 as they are upgraded in your Crusade force. These help to better reflect the deadly hyper-science of Necrons technology on the battlefield.

BATTLE SCARS

If a particular NECRONS unit gains a Battle Scar, you can select one from those presented on page 76. These Battle Scars represent the unique challenges and afflictions of the Necrons, and help to add further character to your Crusade force.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, Necrons characters can quest to search for one of the Crusade Relics described on page 77; these Relics are unique to the Necrons, and grant the bearer both power and prestige.

SHOWCASE CRUSADE ARMY

On pages 78-79 you will find Iry Goldfisch's menacing Dusetekh Dynasty Necrons Crusade army with a write-up detailing the narrative and inspiration behind the force, and some details of its battlefield exploits.



Amidst the swirling mists of a recently risen Zhusekh tomb complex, Serikh the Butcher leads his Skorpakh Destroyers into battle against the Bloodguard Veterans of the native Blood Angels.

AGENDAS

If your Crusade army includes any **NECRONS** units, you can select an Agenda from the Necrons Agendas, listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

THE UNENDING TALLY

Necrons Agenda

Destroyers care only for the murder of organic life – their obsession is monomaniacal, their tally of the slain ever growing and their joyless appetite never sated.

Keep an Unending tally for each **NECRONS DESTROYER** unit from your army. At the end of each battle round, add 1 to that unit's Unending tally if it destroyed 2 or more enemy units that battle round.

At the end of the battle, each unit gains 2 experience points for every mark on its Unending tally.

SUPREMACY THROUGH ANNIHILATION

Necrons Agenda

To the Necrons it is not enough to simply defeat their enemies. They must prove their superiority by completely obliterating them with contemptuous ease. How else, after all, are the lesser races to be truly put in their place?

Keep an Annihilation tally for each **NECRONS** unit from your army. At the start of each battle round, select one enemy unit that is at its Starting Strength in which every model has its starting number of wounds. If that enemy unit is destroyed this battle round, add 1 to the Annihilation tally of each unit from your army that destroyed one or models from that enemy unit during this battle round.

Each unit gains a number of experience points equal to their Annihilation tally.

TERRITORIAL IMPERATIVE

Necrons Agenda

During the Great Sleep, the Necrons' once-sprawling territories were steadily eroded, conquered and parcelled up by other beings. Now that they are rising once more, the dynasties are loathe to lose any more ground.

Keep a Territorial Imperative tally for each **NECRONS** unit in your army. Add 1 to a unit's Territorial Imperative tally each time it destroys an enemy unit that started the turn within 3" of an objective marker and each time it completes the Territorial Imperative action (see below).

If you selected this Agenda, **NECRONS INFANTRY** units (excluding **CHARACTER** units) from your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Territorial Imperative (Action): At the end of your Movement phase, one **NECRONS INFANTRY** unit from your army (excluding **CHARACTERS**) that is within range of

an objective marker that is not wholly within your own deployment zone, can start to perform this action. A unit cannot start to perform this action while there are any enemy unit (excluding **AIRCRAFT**) within range of the same objective marker. This action is completed at the start of your next Command phase.

Each unit gains a number of victory points equal to their Territorial Imperative tally.

INESCAPABLE RETRIBUTION

Necrons Agenda

As though it were not enough of an insult that the creeping thieves of the lesser races defiled the dynastic tombs with their intrusion, they also stole precious artefacts whose true worth they cannot comprehend. These must be recovered, even if the quest should take a thousand years!

If you selected this Agenda, then after both sides have finished deploying, your opponent must set up one objective marker on the battlefield that is not within their own deployment zone. This objective marker represents the Dynastic Treasure, but does not count as an objective marker for any rules purpose other than for this Agenda.

NECRONS INFANTRY units from your army can attempt the following action, as described in the Warhammer 40,000 Core Book:

Recover Treasure (Action): At the end of your Movement phase, one unit from your army that is within 3" of the Dynastic Treasure objective marker can start to perform this action. This action is completed at the start of your next Command phase. If completed, remove the Dynastic Treasure objective marker from the battlefield.

A unit gains 3 experience points if it completed this action. If that unit is either within your deployment zone at the end of the battle, or if every enemy unit on the battlefield is destroyed, and if that unit is a **CHARACTER**, you can additionally use the Relic Requisition (see the Warhammer 40,000 Core Book) or Cryptek Arkana Requisition (pg 72) to give that model a Relic or Cryptek Arkana as if it had gained a rank, without spending a Requisition point (that model must be able to take either a Relic or an item of Cryptek Arkana).



REQUISITIONS

A Crusade army that includes any **NECRONS** units can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

CRYPTEK ARKANA

1RP

Crypteks are forever inventing, seeking to bend the laws of the material universe to their whims by shackling those forces within devices that stand testament to their subjugation of the living cosmos. Here is but the latest product of that endless quest.

Purchase this Requisition when you add a **CRYPTEK** unit to your Order of Battle (excluding named characters), or when a **CRYPTEK** model in your Crusade force gains a rank. That model is upgraded to have one item of Cryptek Arkana, as described on page 62; increase its Power Rating accordingly and make a note on its Crusade card. A model can never have more than one item of Cryptek Arkana. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

THE GLORY OF SUBJUGATION

1RP

As the ancient codes of honour demand, the victor in any dynastic war may claim the resultant spoils - greater notoriety, rich treasures and a title of soldiery subsumed from the legions of the defeated foe.

Purchase this Requisition after a victory is achieved in a battle against a **NECRONS** army. Your Warlord gains 5 experience points and you can immediately purchase the Fresh Recruits Requisition (see the Warhammer 40,000 Core Book) once, for 0RP.

CUNNING ADVISORS

1RP

The greater a Necron noble's reputation, the more cunning and accomplished are the Crypteks who seek them out and offer them service.

Purchase this Requisition when you add a **CRYPTEK** unit to your Order of Battle if your Crusade force already includes a **NOBLE** unit of at least Blooded rank. That **CRYPTEK** unit gains 6 experience points (and therefore gains the Blooded rank). Select one Battle Honour for them as normal.

ELDRITCH ARTIFICE

1RP

No greater status symbols are there to the Necron nobility than mighty war engines. Any dynastic leader with designs on hierarchical elevation would do well to pour all the resources they can into furnishing their armory with the finest weapons they possibly can.

Purchase this Requisition when you add a **NECRONS VEHICLE** unit to your Order of Battle, or when a **NECRONS VEHICLE** unit in your Crusade force gains a rank, if your Crusade force includes a **TECHMANTER**. That **VEHICLE** unit gains one Weapon Enhancement; increase its Crusade points accordingly and make a note on its Crusade card.

THE SLOW DECAY OF THE SELF

1RP

It is perilous to fight alongside the Destroyer Cults for too long, lest their nihilistic madness find purchase within the personality engrams of formerly stable Necrons.

Purchase this Requisition after a battle in which your Crusade army contained one or more units with the **DESTROYER CULTS** keyword. Select one **LORD** or **OVERLORD** model that was also part of that Crusade army; remove that model from your Order of Battle and replace it with a **DESTROYER CULT CHARACTER** model from the same dynasty. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. The newly added **DESTROYER CULT CHARACTER** model starts with the same number of experience points as the **CHARACTER** it replaced and immediately gains the appropriate number of Battle Honours for its rank.



BATTLE TRAITS

When a **NECRONS** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book. Each time you do so, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose one that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

NOBLE UNITS

D6	TRAIT
1-2	<p>Hierarchical Advancement This noble has successfully climbed another rung within the byzantine hierarchies of the Royal Court. Add 3" to the range of this model's My Will Be Done ability.</p>
3-4	<p>Martial Apotheosis The passing aeons provide ample opportunity to improve one's bladesmanship when mortality is but a dim memory. Each time an attack is made by this model, re-roll a hit roll of 1.</p>
5-6	<p>Endless Legions As ever more systems awake upon this noble's tomb world, ever greater legions become theirs to command. If this model is part of your Crusade army and it gained 3 or more experience points from the battle (excluding experience gained from Marked for Greatness, see the Warhammer 40,000 Core Book), gain 1 Requisition point.</p>

CORE UNITS

D6	TRAIT
1-2	<p>The Will to Serve These combatants have developed a truly indomitable will, rapidly recovering from even the most catastrophic damage in their determination to serve their masters. Out of Action tests taken for this unit are automatically passed.</p>
3-4	<p>Engrammatic Imprinting The soldiery in this unit are receptive to the desires and commands of their betters even at great distances. This unit will benefit from the selected directive of your army's active command protocol while it is within any range of a friendly NECRONS CHARACTER model (excluding C'TAN SWORD models), instead of 6".</p>
5-6	<p>Undying Revenants These Necrons rise again and again despite the most grievous wounding, resolutely refusing to succumb to their wounds. Each time you make Reanimation Protocol rolls for this unit, you can change a single dice result to a 6.</p>

CRYPTEK UNITS

D6	TRAIT
1-2	<p>Corporeal Integration This Cryptek has taken into themselves elements of their own technologies with potent results. Once per battle, after this model has used its Chronometron, Harbinger of Despair, Harbinger of Destruction or Rites of Reanimation ability, it can use that ability one additional time.</p>
3-4	<p>Energy Servant Able to perceive the living currents of cosmic energy that power their stars, this Cryptek can channel its power with increased efficiency. Once per battle, in your Shooting phase, after this unit has shot, it can shoot again.</p>
5-6	<p>Dimensional Emancipation By accident or design, this Cryptek has placed themselves slightly out of phase with realspace. As a result, their blows pass through foes' defences as easily as any hyperphase blade. <ul style="list-style-type: none"> Improve the Weapon Skill characteristic of this model by 1. Each time this model makes a melee attack, a successful hit roll automatically wounds the target. </p>

CANOPTEK UNITS

D6	TRAIT
1-2	<p>Guardian Constructs This Canoptek unit exhibit hyper-developed protective protocols, engaging extermination protocols to defend their Cryptek masters. While this unit is within 6" of a friendly CRYPTEK unit, each time a melee attack is made by a model in this unit, re-roll a wound roll of 1.</p>
3-4	<p>Optimised Aggressors Their duties as tomb guardians discarded, these Canoptek constructs have adapted to focus on speed and aggression. You can re-roll Advance rolls and charge rolls made for this unit.</p>
5-6	<p>Self-replicator Nodes Augmented with advanced matter replication capabilities, these Canoptek constructs can swiftly repair themselves in battle. Each time you make Reanimation Protocol rolls for this unit, you can change a single dice result to a 6.</p>

DYNASTIC EPITHETS

If the **WARLORD** of your Crusade army is a **MYSTERY NOBLE** (including a named character), then, each time you win a battle, you must generate a new **Dynastic Epithet** for that **WARLORD**. You can either select one from the tables below, or you can randomly generate one by first rolling a D6 to select one of the two tables (on a 1-3, use table 1, on a 4-6, use table 2), before rolling a D10 on that table (to roll a D10, roll two D5s, one after the other - the first result is your 'tens' and your second is your 'units'. For example, a D10 roll where the first

result is a 3 and the second is a 6 is a result of 36). Make a note of any **Dynastic Epithets** gained on that model's **Crusade card**.

For every third title gained, you can select one of the **Dynastic abilities** shown opposite for that **CHARACTER** unit. Increase its **Crusade points** by 1 for each of these abilities selected. No model can have more than five of these abilities and the same ability cannot be taken more than once in your **Crusade force**.

D66 TABLE 1 EPITHET

11	Archimancer of the Dread Legion
12	Keeper of the Light
13	Grand Sunderer
14	Ever Vengeful Tyrant of the Night
15	Uncorrupted Slayer of Empires
16	Butcher of the Five Hundred Worlds
21	Doom of Moringar
22	King of the Common Ring
23	Indestructible Lord of Stars
24	Death of the Great Kork Empire
25	Embodiment of Metallurgy
26	Sentinel of the Eternal Gate
31	Keeper of the Bladed Void
32	Infernal Ruler of the Ninth Kingdom
33	Undying Commander of the Lost Legions
34	Whishful Lord of the Crystal Empires
35	Destroyer of the Fleshing Curse
36	Ruler of a Thousand Moons
41	Master of the Coreworlds
42	Awakened Heir to the Dreamworld
43	Subjugator of the Phloxos Hordes
44	Conqueror of the Karavians
45	Master of the Twilight Kingdoms
46	Vanquisher of the Zooth
51	Rightful Ruler of the Third Dynasty
52	Eternal Lord of Heavens
53	Keeper of the Hyyer-anh
54	Enlightened Monarch of the Void
55	Majestic Lord of the Shifting Stars
56	Sovereign of the Thirty-five Hollow Worlds
61	Slayer of the Cosmic Spider
62	The Eye of the Stars
63	Keeper of the Dhorm System
64	Exeternal Ruler of Divine Right
65	Technomagester of the Third Epoch
66	Vindictor of the Kessal Dynasties

D66 TABLE 2 EPITHET

11	Bane of the Talassari
12	Hierarch of the Ghoul Stars
13	Nemesis of the Gul'dar Race
14	Scourge of the Blood Worlds
15	Breaker of the C'tan
16	Technomartyr of the Inner Worlds
21	Saviour of the Wars of Rust
22	Obliterator of the Negatuul
23	Resplendent Master of the Cosmic Fires
24	Monarch of the Outer Void
25	Oppressor of the Unworthy
26	Uniter of the Broken Worlds
31	Wielder of the Secret Blade
32	Champion of the Ancient Codes
33	He Who Spits Upon the Ancient Codes
34	Slayer of a Thousand Foes
35	Keeper of the Sempiternal Tome
36	Conqueror of the Sperrthrust Knaris
41	Beheader of the Emperor Enthroned
42	All-conquering Master of the Billion Blades
43	He Who Bars the Gate
44	Plunderer of the Solar Catacomb
45	Herald of the Night Unending
46	Unsleeping Eye of Infinity
51	He Who Listens Not to Unworthy Prattlings
52	Breaker of the Beings Below
53	Bane of the Vyggh
54	Despiser of the Yabi-Yabi
55	Eradicator of the Elquon
56	Scourge of the Sslyth
61	Bladethief of the Kehletai
62	Dominator of the Pernicious Antedit
63	Monarch of Monarchs
64	The Great Awakener
65	Untrusted Lord of the Bratak Empire
66	Destroyer of the Swarm

Upon the beighted mining world of Korze Mayer II, the rebellious warriors of the Genestealer Cults claim dominion. Yet as the ominous tomb ships of the Jhaetakh Dynasty fill the skies, TzemaKh the Eternal leads the invasion that will prove that claim hollow.



ARKANE COLLECTOR

This Necron yearns to understand the mysteries of the galaxy, seeking to study the artifice of each of its other races to learn how best to subjugate them utterly.

Each time a melee attack made by this **NOBLE** destroys an enemy model that has a Relic, this **NOBLE** gains 2 bonus experience points.

LORD OF LEGIONS

This noble has prioritised the awakening of their vast legions as only an obsessive completionist could.

If this **NOBLE** is part of your Crusade force, then the Fresh Recruits Requisition (see the Warhammer 40,000 Core Book) costs 0 Requisition points if the unit being increased is from the same dynasty as this **NOBLE**.

ARCH-MACHINATOR

There is much to learn in the galaxy, for much has changed since the Great Sleep. This noble pours all of their time into setting new schemes in motion, bending this new reality to their will.

If this **NOBLE** is part of your Crusade army, then when selecting Agendas (pg 71), you can select one additional Agenda. If you do so, after Agendas are revealed, you must discard one of them.

MARTIAL PERFECTIONIST

Since their reactivation, this noble has become obsessed with refining their fighting form to peak efficiency, for they desire to slaughter the lesser races.

Once per battle, if this **NOBLE** is on the battlefield, you can use one Battle Tactics Stratagem for 0 Command points.

RESTORER OF EMPIRES

This dynastic master seeks to impose an order of their own devising - that of dominance under their rule.

If this **NOBLE** is part of your Crusade army and at the end of the battle you are the victor, you can increase your Crusade force's Supply Limit by 1.

LOYAL SERVANT

This noble retains absolute devotion to the Silent King, command protocols or no. While some may now believe themselves more suitable to rule, this loyal servant seeks to work Szarekh's will by furthering his plans in battle.

Once per battle, if this **NOBLE** is on the battlefield, you can use one Strategic Ploy Stratagem for 0 Command points.

DYNASTIC EMBODIMENT

For this Necron, order and tradition are everything. The codes of battle must be adhered to.

If this **NOBLE** is part of your Crusade army, you can select a maximum of two Agendas from page 71 instead of one.

UNFLINCHINGLY REGRESSIVE

This commander longs for the glory days of the past, when their existence was simple and the galaxy was not plagued with upstart races. Nothing brings them clarity like the absolute expunging of the lesser species from their sight.

If, at the end of the battle, this **NOBLE** is on the battlefield and there are no enemy models on the battlefield, this **NOBLE** gains 3 bonus experience points.

DATASHEETS

This section contains the datasheets that you will need to fight battles with your Necrons miniatures, as well as an explanation of any selectable keywords those datasheets might have and details of army-specific abilities. You can find out how to use datasheets in the *Warhammer 40,000 Core Book*.

THE <DYNASTY> KEYWORD

Many datasheets in this section have the <DYNASTY> keyword. This is a keyword that you can select for yourself, as described in the *Warhammer 40,000 Core Book*, with the guidance below.

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 Novakh Dynasty, its <DYNASTY> keyword becomes NOVAKH and its Relentless March ability reads 'While a friendly NOVAKH 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. You can find out more about Battle-forged armies in the *Warhammer 40,000 Core Book*.

WARGEAR

The weapon profiles found on datasheets describe the primary weapons that models in that unit can be equipped with. A summary of all Necron weapon profiles can be found on pages 113-115.

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 Replacements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 7" 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, shuffling 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 D6s 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 unit's 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 these 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 model's Wounds characteristic; this dice is therefore discarded.

COMMAND PROTOCOLS

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

Every unit from your army (excluding **DYNASTIC AGENT**, **C'TAN SHARD** and **UNALIGNED** units) is from the same dynasty, and you select a **NOBLE** 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 in your army roster.

Example: Matt's army is led by an Overlord (a **NOBLE**), 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)

Designer's Note: If you have a set of Necrom 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 **NOBLE** 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 within 6" of a friendly **NECRONS CHARACTER** model (excluding **C'TAN SHARD** models), that unit benefits from the selected directive.

If the battle lasts for more than five battle rounds, then until the end of the battle, whichever command protocol was active in the fifth battle round remains active. The available command protocols are shown below.

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, as described in the Warhammer 40,000 Core Book.
- **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 attack's 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

Cris-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 slita-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 attack's Strength characteristic.

5. Protocol of the Undying Legions

At a hissing static signal, nanomachines 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 (pg 80), each model in this unit regains 1 additional lost wound.
- **Directive 2:** Each time you make Reanimation Protocol rolls for this unit (pg 80), 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 hail 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.



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.

IMOTEKH THE STORMLORD

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Imotekh the Stormlord	6"	2+	2+	5	5	6	4	10	2+

Imotekh the Stormlord is equipped with: Gauntlet of Fire, Staff of the Destroyer. Your army can only include one IMOTEKH THE STORMLORD model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauntlet of Fire	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Staff of the Destroyer (shooting)	18"	Assault 3	0	-3	2	
Staff of the Destroyer (melee)	Melee	Melee	+1	-3	2	

ABILITIES

Living Metal, Command Protocols (pg 80-81)

My Will Be Done: In your Command phase, you can select one friendly SAUTEKH CORE unit within 9" of this unit. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Relentless March (Aura): While a friendly SAUTEKH 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.

Phase Shifter: This model has a 4+ invulnerable save.

Lord of the Storm: Once per battle, in your Shooting phase, this model can call the storm. If it does, select one enemy model within 48" of and visible to it (you can only select a CHARACTER model with a Wounds characteristic of 3 or less if it is the closest enemy model to Imotekh). Roll one D6 for each other enemy unit within 6" of that model on a 4+, that unit suffers D3 mortal wounds. Then roll one D6 on a 4+, that model suffers 3 mortal wounds.

Grand Strategist: If your army is Battle-forged, you receive 2 additional Command Points if you select this model as your WARLORD.

Phaeron: This model can use its My Will Be Done one additional time per turn.

FACTION KEYWORDS: NECRONS, SAUTEKH

KEYWORDS: INFANTRY, CHARACTER, PHAERON, OYERLORD, NOBLE, IMOTEKH THE STORMLORD



Orikan is a master astronomer, 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.

ORIKAN THE DIVINER

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Orikan the Diviner	5"	3+	3+	4	4	5	2	10	4+
	Orikan Empowered	5"	2+	2+	7	7	5	4	10	4+

Orikan the Diviner is equipped with: Staff of Tomorrow. Your army can only include one ORIKAN THE DIVINER model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of Tomorrow	Melee	Melee	User	-3	D3	Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Master Chronomancer: In your Command phase, you can select one friendly NECRONS unit within 9" of this model. Until the start of your next Command phase, you can re-roll charge rolls made for that unit and models in that unit have a 5+ invulnerable save.

Prescient Strike: At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase.

Timesplinter Mantle: This model has a 4+ invulnerable save.

The Stars Are Right: In your Command phase, if this model is on the battlefield, roll one D6. If the result is less than the current battle round number, then until the end of the battle, use the Orikan Empowered profile for this model [note that any wounds it has already lost remain lost].

FACTION KEYWORDS: NECRONS

KEYWORDS: INFANTRY, CHARACTER, CHRONOMANCER, DYNASTIC AGENT, CRYPTEX, ORIKAN THE DIVINER

ANRAKYR THE TRAVELLER

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Anrakyr the Traveller	6"	2+	2+	6	5	6	4	10	3+

Anrakyr the Traveller is equipped with tachyon arrow, warscythe. Your army can only include one ANRAKYR THE TRAVELLER model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Tachyon arrow	120"	Assault 1	12	-5	D6	The bearer can only shoot with this weapon once per battle.
Warscythe	Melee	Melee	+2	-4	2	

ABILITIES

Living Metal, Command Protocols (pg 80-81)

My Will Be Done: In your Command phase, you can select one friendly **NECRONS CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Relentless March (Aura): While a friendly **NECRONS 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.

Phase Shifter: This model has a 4+ invulnerable save.

Lord of the Pyrrhian Legions (Aura): While a friendly **NECRONS CORE** unit is within 6" of this model, add 1 to the Attacks characteristic of models in that unit.

Mind in the Machine: At the start of your Shooting phase, you can select one enemy **VEHICLE** model that is visible to and within 12" of this model and roll 3D6 (if the model you selected is **TITANIC**, roll 2D6 instead). If the result is greater than or equal to the Leadership characteristic of the selected model, you can shoot one of that model's ranged weapons as if that model was a unit from your army, using this model's Ballistic Skill characteristic instead of the target model's.

FACTION KEYWORDS: NECRONS

KEYWORDS: INFANTRY, CHARACTER, NOBLE, DYNASTIC AGENT, OVERLORD, ANRAKYR THE TRAVELLER



Anrakyr voyages from one tomb world to the next at the head of his veteran Pyrrhian Eternals. Anrakyr's 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.

VARGARD OBYRON

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vargard Obyron	6"	2+	3+	5	5	6	4	10	2+

Vargard Obyron is equipped with warscythe. Your army can only include one VARGARD OBYRON model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Warscythe	Melee	Melee	+2	-4	2	

ABILITIES

Living Metal, Command Protocols, Dimensional Translocation (pg 80-81)

Cleaving Counterblow: When this model is destroyed by a melee attack, do not remove this model from play, after the attacking model's unit has finished making its attacks, this model fights as if it were the Fight phase. This model is then removed from play.

The Lord's Will: In your Command phase, you can select one friendly **SAUTEKH CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.

The Vargard's Duty (Aura): While a friendly **NEMESOR ZAHNDREKH** unit is within 3" of this model, enemy models cannot target that unit with ranged attacks.

Relentless March (Aura): While a friendly **SAUTEKH 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.

Ghostwalk Mantle: At the start of your Movement phase, you can remove this model from the battlefield. If you do, then in the Reinforcements step of that phase, set this model back up on the battlefield, anywhere within 3" of a friendly **NEMESOR ZAHNDREKH** model.

Ever-present Protector: If a Detachment includes **NEMESOR ZAHNDREKH**, then VARGARD OBYRON can be included in that Detachment without taking up a Battlefield Role slot.

FACTION KEYWORDS: NECRONS, SAUTEKH

KEYWORDS: INFANTRY, CHARACTER, LORD, NOBLE, VARGARD OBYRON



Obyron is Nemesor Zahndrek's devoted bodyguard. He is a tremendously skilled and powerful 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 Zahndrek and harm.



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

ILLUMINOR SZERAS

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Illuminor Szeras	8"	3+	3+	6	6	7	4	10	3+

Illuminor Szeras is equipped with Elritch Lance; Impaling legs. Your army can only include one ILLUMINOR SZERAS model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Eltrich Lance [shooting]	36"	Assault D3	8	-4	D6	
Eltrich Lance [melee]	Melee	Melee	User	-4	2	
Impaling legs	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Rites of Reanimation: In your Command phase, you can select one friendly **NECRONS CORE** unit within 6" of this model. One destroyed model from that unit is Reanimated (pg 80). If the selected unit is a **NECRON WARRIORS** unit, D3 destroyed models from that unit are Reanimated instead. Each unit can only be selected for this ability once per phase.

Empyre Overcharger (Aura): While an enemy **PSYKER** unit is within 12" of this model, each time a Psychic test is taken for that unit, it suffers Points of the Warp on any dice roll that includes a double, instead of only a double 1 or double 6.

Atomic Energy Manipulator: In the Fight phase, if this model destroys one or more enemy models, then at the end of that phase it can use its Mechanical Augmentation ability as if it were the end of your Movement phase.

Mechanical Augmentation: At the end of your Movement phase, you can select one friendly **NECRONS CORE** unit within 6" of this model. If you do, roll one D3 and consult the table below.

D3	Result
1	Until the end of the battle, add 1 to the Strength characteristic of models in that unit.
2	Until the end of the battle, add 1 to the Toughness characteristic of models in that unit.
3	Until the end of the battle, improve the Ballistic Skill characteristic of models in that unit by 1.

Each unit can only be selected for this ability once per battle. **Blammer:** This model can use its Rites of Reanimation ability one additional time per turn.

FACTION KEYWORDS: NECRONS

KEYWORDS: INFANTRY, CHARACTER, DYNASTIC AGENT, CRYPTEK, TECHNOMANCER, ILLUMINOR SZERAS



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 Necronty.

NEMESOR ZAHNDREKH

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Nemesor Zahndrekh	6"	2+	2+	5	5	6	4	10	2+

Nemesor Zahndrekh is equipped with staff of light. Your army can only include one NEMESOR ZAHNDREKH model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light [shooting]	18"	Assault 1	5	-2	1	
Staff of light [melee]	Melee	Melee	User	-2	1	

ABILITIES

Living Metal, Command Protocols (pg 80-81)

My Will Be Done: In your Command phase, you can select one friendly **SAUTEXH CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Relentless March (Aura): While a friendly **SAUTEXH CORE** unit is within 9" 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.

Counter Tactics: Once per battle, when your opponent declares they will use a Stratagem during a battle round but before any Command points are spent, this model can engage its counter tactics. If it does, your opponent cannot use that Stratagem this battle round.

Phase Shifter: This model has a 4+ invulnerable save.

Transient Madness: In your Command phase, you can select one friendly **SAUTEXH CORE** unit within 9" of this model and roll 3D6. If the total is less than this model's Leadership characteristic, you can select one of the results below to apply to that unit, otherwise, roll one D3 to determine which of the results below apply to that unit.

D3	Result
1	Avenge the Fallen: Until the start of your next Command phase, add 1 to the Attacks characteristic of models in that unit.
2	Duel the Rebels: Until the start of your next Command phase, improve the Ballistic Skill of models in that unit by 1.
3	Solemnity's Charge! Until the start of your next Command phase, you can re-roll charge rolls made for that unit.

FACTION KEYWORDS: NECRONS, SAUTEXH

KEYWORDS: INFANTRY, CHARACTER, OVERLORD, NOBLE, NEMESOR ZAHNDREKH

TRAZYN THE INFINITE

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Trazyn the Infinite	6"	2+	2+	5	5	6	4	10	3+

Trazyn the Infinite is equipped with: Empathic Obliterator. Your army can only include one TRAZYN THE INFINITE model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Empathic Obliterator	Melee	Melee	+2	-1	03	Each time an attack is made with this weapon, if a CHARACTER model is destroyed by that attack, each enemy unit within 6" of the bearer suffers 03 mortal wounds.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Phase Shifter: This model has a 4+ invulnerable save.

My Will Be Done: In your Command phase, you can select one friendly **NECRONS CORE** unit within 9" of this model until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Ancient Collector: If this model is included in your army, the Dynastic Heirlooms Stratagem (pg 57) costs 1 fewer Command points to use the first time you use it. If this model is included in your Crusade force, the Relic Requisition costs 0 Requisition points to use.

Surrogate Hosts: When this model is destroyed, instead of using any other rule that is triggered when a model is destroyed, after removing it from play you can roll one D6: on a 2+, you can select another friendly **NECRONS INFANTRY CHARACTER** model on the battlefield (excluding named characters). Remove that model as if it were destroyed (you cannot use any rules that are triggered when a model is destroyed) and return this model to play, placing it in the removed model's place with 3 wounds remaining.

Relentless March (Aura): While a friendly **NECRONS 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.

FACTION KEYWORDS: NECRONS

KEYWORDS: INFANTRY, CHARACTER, OVERLORD, NOBLE, DYNASTIC AGENT, 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!





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.

ROYAL WARDEN

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Royal Warden	6"	3+	3+	5	5	4	3	10	3+

A Royal Warden is equipped with: relic gauss blaster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Relic gauss blaster	30"	Rapid Fire 2	5	-2	2	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Adaptive Strategy: In your Command phase, you can select one friendly <DYNASTY> CORE unit within 9" of this model. Until the end of the turn, that unit is eligible to shoot and declare a charge with in a turn in which they Fall Back.

Relentless March (Aura): While a friendly <DYNASTY> 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.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: INFANTRY, CHARACTER, ROYAL WARDEN



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 emmitic annihilators blast victims messily apart as their claws and blades lash out to reap a crimson harvest across the battlefield.

SKORPEKH LORD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Skorpekh Lord	8"	2+	2+	6	6	6	4	10	3+

A Skorpekh Lord is equipped with: emmitic annihilator, fensing claw, hyperphase harvester.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Emmitic annihilator	18"	Assault 2D3	6	-1	1	Blast
Fensing claw	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Hyperphase harvester	Melee	Melee	+2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

ABILITIES

Living Metal, Command Protocols (pg 80-81)

United in Destruction (Aura): While a friendly <DYNASTY> DESTROYER CULT unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Phase Shifter: This model has a 4+ invulnerable save.

Hardwired for Destruction: Each time this model makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: NECRONS, DESTROYER CULT, <DYNASTY>

KEYWORDS: INFANTRY, CHARACTER, SKORPEKH LORD

LOKHUST LORD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lokhust Lord	6"	3+	3+	5	6	6	4	10	3+

A Lokhust Lord is equipped with: staff of light.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light (shooting)	10'	Assault 3	5	-2	1	-
Staff of light (melee)	Melee	Melee	User	-2	1	-
Voulblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Warscythe	Melee	Melee	+2	-4	2	-

OTHER WARGEAR	ABILITIES
Phylactery	Each time this model uses its Living Metal ability, it regains up to D3 lost wounds instead of 1.
Resurrection orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly <DYNASTY> unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.

WARGEAR OPTIONS

- This model's staff of light can be replaced with one of the following: 1 hyperphase sword [pg 114], 1 voulblade, 1 warscythe.
- This model can be equipped with one of the following: 1 phylactery, 1 resurrection orb.

ABILITIES

Living Metal, Command Protocols [pg 80-81] **United in Destruction [Aura]** While a friendly <DYNASTY> DESTROYER CULT unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.

Hardwired for Destruction: Each time this model makes an attack, re-roll a hit roll of 1.

Phase Shifter: This model has a 4+ invulnerable save.

FACTION KEYWORDS: NECRONS, DESTROYER CULT, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, FLY, 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.

LORD

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Lord	6"	3+	3+	5	5	4	3	10	3+

A Lord is equipped with: staff of light.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light (shooting)	10'	Assault 3	5	-2	1	-
Staff of light (melee)	Melee	Melee	User	-2	1	-
Voulblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Warscythe	Melee	Melee	+2	-4	2	-

OTHER WARGEAR	ABILITIES
Resurrection orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly <DYNASTY> unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.

WARGEAR OPTIONS

- This model's staff of light can be replaced with one of the following: 1 hyperphase sword [pg 114], 1 voulblade, 1 warscythe.
- This model can be equipped with 1 resurrection orb.

ABILITIES

Living Metal, Command Protocols [pg 80-81] **Relentless March [Aura]** While a friendly <DYNASTY> 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.

The Lord's Will: In your Command phase, you can select one friendly <DYNASTY> CORE unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, NOBLE, LORD



The Royal Courts of Necron dynasties include many lesser lords amongst their number, while fringe-world 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.



CATACOMB COMMAND BARGE

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Catacomb Command Barge	12"	2+	2+	5	6	9	4	10	3+

A Catacomb Command Barge is equipped with: gauss cannon, staff of light.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss cannon	24"	Heavy 3	6	-3	D3	-
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Tesla cannon	30"	Heavy 2	6	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Hyperphase sword	Melee	Melee	+1	-3	1	-
Staff of light (melee)	Melee	Melee	User	2	1	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Warscythe	Melee	Melee	+2	-4	2	-

OTHER WARGEAR	ABILITIES
Resurrection orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly <DYNASTY> unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.

- WARGEAR OPTIONS**
- This model's gauss cannon can be replaced with 1 tesla cannon.
 - This model's staff of light can be replaced with one of the following: 1 hyperphase sword, 1 voidblade, 1 warscythe.
 - This model can be equipped with 1 resurrection orb.

- ABILITIES**
- Living Metal, Command Protocols** (pg 80-81)
- My Will Be Done:** In your Command phase, you can select one friendly <DYNASTY> CORE unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.
- Relentless March (Aura):** While a friendly <DYNASTY> 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.
- Quantum Shielding:** This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.
- Explodes:** When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.
- Heavering:** Distances are measured to and from either this model's hull or its base, whichever is the closest.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: VEHICLE, CHARACTER, QUANTUM SHIELDING, NOBLE, OVERLORD, FLY, 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.



OVERLORD

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Overlord	6"	2+	2+	5	5	5	4	10	3+

An Overlord is equipped with: tachyon arrow, hyperphase glaive.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Tachyon arrow	120"	Assault 1	12	-5	D6	The bearer can only shoot with this weapon once per battle.
Hyperphase glaive	Melee	Melee	+2	-3	D3	-
Hyperphase sword	Melee	Melee	+1	-3	1	-
Staff of light (melee)	Melee	Melee	User	-2	1	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Voidscythe	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Warscythe	Melee	Melee	+2	-4	2	-

OTHER WARGEAR	ABILITIES
Resurrection orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly <DYNASTY> unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.

WARGEAR OPTIONS

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

ABILITIES

- Living Metal, Command Protocols (pg 80-81)**
- Relentless March (Aura):** While a friendly <DYNASTY> 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.
- Phase Shifter:** This model has a 4+ invulnerable save.

My Will Be Done: In your Command phase, you can select one friendly <DYNASTY> CORE unit within 5" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, NOBLE, 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.





Technomancers possess the power to augment and swiftly repair Necron units and Canoptek constructs 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.

TECHNOMANCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Technomancer	5'	3+	3+	4	4	4	1	10	4+

A Technomancer is equipped with staff of light.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Staff of light [shooting]	18"	Assault 2	5	-2	1	-
Staff of light [melee]	Melee	Melee	User	-2	1	-

OTHER WARGEAR	ABILITIES
Canoptek cloak	The bearer has a Move characteristic of 10" and the FLY keyword. In addition, at the end of your Movement phase, you can repair one friendly <DYNASTY> model within 3" of this model. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.
Canoptek control node	The bearer has the following ability: Control Node (Aura) : While a friendly <DYNASTY> CANOPTEK unit is within 6" of this model, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

WARGEAR OPTIONS

- This model can be equipped with one of the following: 1 Canoptek cloak, 1 Canoptek control node.

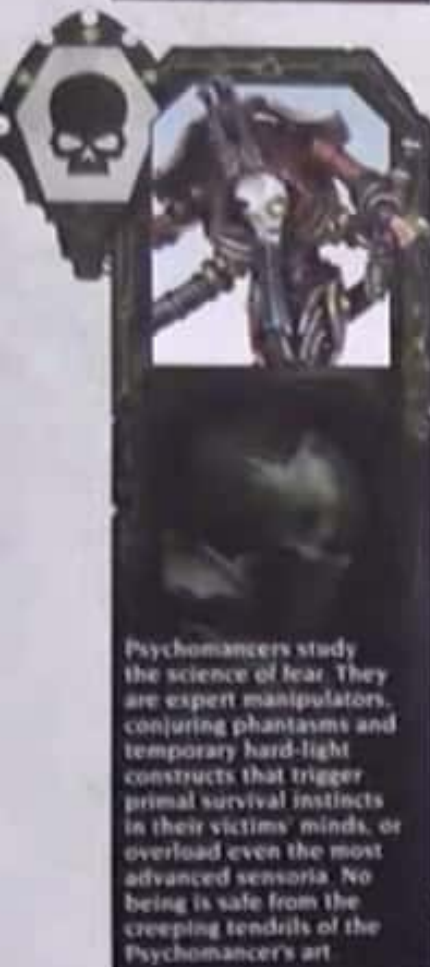
ABILITIES

Living Metal, Command Protocols [pg 80-81]

Dynastic Advisors: If your army is Battle-forged, then for each CRYPTEK unit [excluding DYNASTIC AGENTS units] included in a Detachment that also contains at least one NOBLE unit, a second CRYPTEK unit [excluding DYNASTIC AGENTS units] can be included in that Detachment without taking up an additional Battlefield Role slot.

Rites of Reanimation: In your Command phase, you can select one friendly <DYNASTY> CORE unit within 6" of this model. One destroyed model from that unit is Reanimated [pg 80]. If the selected unit is a NECRON WARRIORS unit, D3 destroyed models from that unit are Reanimated instead. Each unit can only be selected for this ability once per phase.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, CRYPTEK, TECHNOMANCER



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.

PSYCHOMANCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Psychomancer	5'	3+	3+	4	4	4	1	10	4+

A Psychomancer is equipped with abyssal lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Abyssal lance [shooting]	18"	Assault 1	4	-3	1	-
Abyssal lance [melee]	Melee	Melee	User	-3	1	-

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Dynastic Advisors: If your army is Battle-forged, then for each CRYPTEK unit [excluding DYNASTIC AGENTS units] included in a Detachment that also contains at least one NOBLE unit, a second CRYPTEK unit [excluding DYNASTIC AGENTS units] can be included in that Detachment without taking up an additional Battlefield Role slot.

Harbinger of Despair: In your Morale phase, you can select one enemy unit within 12" of this model and roll 3D6. If the result is greater than the enemy unit's Leadership characteristic, select one of the results opposite to take effect until the start of your next Morale phase. Each unit can only be selected for this ability once per phase.

- The selected unit cannot perform actions [if that unit is currently performing an action, it immediately fails].
- The selected unit loses the Objective Secured ability.
- Have Advance rolls and charge rolls made for the selected unit.
- The selected unit cannot fire Overwatch or Set to Defend, and is not eligible to fight in the Fight phase until after all eligible units from your army have done so.

Nightmare Shroud (Aura): While an enemy unit is within 6" of this model, subtract 1 from the Leadership characteristic of models in that unit and subtract 1 from Combat Attrition tests taken for that unit.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, FLY, CRYPTEK, PSYCHOMANCER

CHRONOMANCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Chronomancer	8"	3+	3+	4	4	4	1	10	4+

A Chronomancer is equipped with: aeonstave, chronotendrils.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Aeonstave (shooting)	18"	Assault D3	5	-2	1	Blast. Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Entropic lance (shooting)	18"	Assault 1	8	-3	D3+3	-
Aeonstave (melee)	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Chronotendrils	Melee	Melee	User	0	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Entropic lance (melee)	Melee	Melee	User	-3	3	-

WARGEAR OPTIONS

- This model's aeonstave can be replaced with 1 entropic lance.

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Dynastic Advisers: If your army is Battle-forged, then for each CRYPTEK unit (excluding DYNASTIC AGENTS units) included in a Detachment that also contains at least one NOBLE unit, a second CRYPTEK unit (excluding DYNASTIC AGENTS units) can be included in that Detachment without taking up an additional Battlefield Role slot.

Timesplinter Mantle: This model has a 4+ invulnerable save.

Chronometron: In your Command phase, you can select one friendly <DYNASTY> unit within 9" of this model. Until the start of your next Command phase, you can re-roll charge rolls made for that unit and models in that unit have a 5+ invulnerable save.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: INFANTRY, CHARACTER, FLY, CRYPTEK, CHRONOMANCER



Chronomancers are Crypteks who harness temporal energies, their aeonstaves and entropic lances 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.

PLASMANCER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Plasmancer	5"	3+	3+	4	4	4	1	10	4+

A Plasmancer is equipped with: plasmic lance.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasmic lance (shooting)	18"	Assault D3	7	-3	2	-
Plasmic lance (melee)	Melee	Melee	User	-3	2	-

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Living Lightning: At the start of the Fight phase, roll one D6 for each enemy unit within 6" of this model. On a 4+, that unit suffers 1 mortal wound.

Harbinger of Destruction: At the end of your Movement phase, if this model did not Fall Back that phase, roll three D6s for each 4+, the closest enemy unit within 24" of and visible to this model suffers 1 mortal wound.

Dynastic Advisers: If your army is Battle-forged, then for each CRYPTEK unit (excluding DYNASTIC AGENTS units) included in a Detachment that also contains at least one NOBLE unit, a second CRYPTEK unit (excluding DYNASTIC AGENTS units) can be included in that Detachment without taking up an additional Battlefield Role slot.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: INFANTRY, CHARACTER, FLY, CRYPTEK, 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.

NECRON WARRIORS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1D 20	Necron Warrior	5"	3+	3+	4	4	1	1	10	4+

If this unit contains 11 or more models, it has **Power Rating 12**. Every model is equipped with gauss flayer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss flayer	24"	Rapid Fire 1	4	-1	1	-
Gauss reaper	12"	Assault 2	6	-2	1	-

WARGEAR OPTIONS

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

ABILITIES

Reanimation Protocols, Command Protocols (pg 80-81) **Their Number is Legion:** Re-roll Reanimation Protocol rolls of 1 made for this unit.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CORE, 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.

IMMORTALS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5 10	Immortal	5"	3+	3+	4	5	1	2	10	3+

If this unit contains 6 or more models, it has **Power Rating 8**. Every model is equipped with gauss blaster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss blaster	30"	Rapid Fire 1	5	-2	1	-
Testa carbine	24"	Assault 2	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

WARGEAR OPTIONS

- All of the models in the unit can have their gauss blaster replaced with 1 testa carbine each.

ABILITIES

Reanimation Protocols, Command Protocols (pg 80-81)

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CORE, IMMORTALS



Once the shock troops of the Necronty, 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 mid-range engagements.

CANOPTEK REANIMATOR

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Canoptek Reanimator	8"	4+	4+	5	5	6	4	10	3+

A Canoptek Reanimator is equipped with 2 atomiser beams; reanimator's claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Atomiser beam	12"	Assault 3	6	-2	1	-
Reanimator's claws	Melee	Melee	User	-2	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Explodes. When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Nanoscarab Reanimation Beam (Aura): In your Command phase, you can select one friendly <DYNASTY> unit within 6" of and visible to this model. Until the start of your next Command phase, while that unit is within 6" of and visible to this model, that unit is being healed by this model's reanimation beam. While a unit is being healed by a reanimation beam, add 1 to Reanimation Protocol rolls made for that unit. Each unit can only ever be healed by one reanimation beam at a time.

FACTION KEYWORDS: NECRONS, CANOPTEK, <DYNASTY>
KEYWORDS: MONSTER, 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.

HEXMARK DESTROYER

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hexmark Destroyer	8"	3+	2+	5	5	5	4	10	3+

A Hexmark Destroyer is equipped with 6 ermitic disintegrator pistols.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ermitic disintegrator pistol	18"	Pistol 1	6	-1	1	-

ABILITIES

Living Metal, Command Protocols, Dimensional Translocation (pg 80-81)

Inescapable Death: Each time this model makes a ranged attack, you can ignore any or all hit roll and Ballistic Skill modifiers, and the target does not receive the benefits of cover against that attack. In addition, each time this model fires Overwatch, it scores hits on unmodified hit rolls of 2+, instead of 6.

Multi-threat Eliminator: Each time an enemy model is destroyed by a ranged attack made by this model's ermitic disintegrator pistols, after this model makes the rest of its attacks, it can shoot with one of its ermitic disintegrator pistols one additional time. These attacks cannot generate additional attacks.

Hardwired for Destruction: Each time this model makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: NECRONS, DESTROYER CULT, <DYNASTY>
KEYWORDS: INFANTRY, CHARACTER, HYPERSPACE HUNTER, HEXMARK DESTROYER



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



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.

LYCHGUARD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Lychguard	5"	3+	3+	5	5	2	3	10	3+

If this unit contains 6 or more models, it has Power Rating 14. Every model is equipped with warscythe.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hyperphase sword	Melee	Melee	+1	-3	1	
Warscythe	Melee	Melee	+2	-4	2	

OTHER WARGEAR	ABILITIES
Dispersion shield	The bearer has a 4+ invulnerable save. In addition, add 1 to armour saving throws made for the bearer.

WARGEAR OPTIONS

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

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Guardian Protocols (Aura): While a friendly <DYNASTY> INFANTRY NOBLE or DYNASTIC AGENT INFANTRY NOBLE unit is within 3" of this unit, enemy units cannot target that unit with ranged weapons.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CORE, Lychguard



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.

DEATHMARKS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Deathmark	5"	3+	2+	4	5	1	1	10	3+

If this unit contains 6 or more models, it has Power Rating 8. Every model is equipped with synaptic disintegrator.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Synaptic disintegrator	36"	Heavy I	5	2	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

ABILITIES

Reanimation Protocols, Command Protocols, Dimensional Translocation (pg 80-81)

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, CORE, HYPERSPACE HUNTER, DEATHMARKS

FLAYED ONES

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-20	Flayed One	5'	3+	6+	4	4	1	3	10	4+

If this unit contains between 6 and 10 models, it has **Power Rating 6**. If this unit contains between 11 and 15 models, it has **Power Rating 9**. If this unit contains 16 or more models, it has **Power Rating 12**. Every model is equipped with **Flayer claws**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Flayer claws	Melee	Melee	User	-1	1	-

ABILITIES

Reanimation Protocols, Command Protocols, Dimensional Translocation (pg 80-81)

Flesh Hunger: Each time a model in this unit makes a melee attack against an enemy non-VEHICLE unit, an unmodified hit roll of 6 scores 1 additional hit.

Terrifying Foes (Aura): While an enemy unit is within 3" of this unit, subtract 2 from the Leadership characteristic of models in that unit.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: INFANTRY, 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.

CRYPTOTHRALLS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2	Cryptothrall	5'	4+	4+	5	5	2	3	10	3+

Every model is equipped with **scouring eye, scythed limbs**.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scouring eye	12"	Pistol 2	5	-2	1	-
Scythed limbs	Melee	Melee	User	-1	1	-

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Bound Creation: If your army is **Battle-forged**, then for each **CRYPTEK** unit included in a Detachment, one **CRYPTOTHRALLS** unit can be included in that Detachment without taking up a Battlefield Role slot.

Protectors (Aura): While a friendly **CRYPTEK** unit is within 3" of this unit, enemy units cannot target that **CRYPTEK** unit with ranged weapons.

Systematic Vigour: While this unit is within 6" of any friendly **CRYPTEK** units, models in this unit have a **Weapon Skill** and **Ballistic Skill** characteristic of 3+ and an **Attacks** characteristic of 6.

FACTION KEYWORDS: NECRONS, CANOPTEK, <DYNASTY>
KEYWORDS: INFANTRY, 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.

SKORPEKH DESTROYERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Skorpekh Destroyer	0"	3+	3+	5	5	2	3	10	3+

If this unit contains 4 or more models, it has **Power Rating 10**. For every 3 models in this unit, one model is equipped with hyperphase reap blade. Every other model is equipped with hyperphase threshers.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hyperphase reap blade	Melee	Melee	+2	4	3	-
Hyperphase threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.

ABILITIES

Living Metal, Resurrection Protocols, Command Protocols (pg 80-81)

Hardwired for Destruction: Each time a model in this unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: NECRONS, DESTROYER CULT, <DYNASTY>
KEYWORDS: INFANTRY, 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.

CANOPTEK PLASMACYTE

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Canoptek Plasmacyte	0"	4+	4+	4	5	1	1	10	4+

A Canoptek Plasmacyte is equipped with monomolecular proboscis.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Monomolecular proboscis	Melee	Melee	User	-1	1	-

ABILITIES

Dimensional Translocation, Command Protocols (pg 80-81)

Viral Construct: If your army is Battle-forged, then for each <DYNASTY> DESTROYER CULT unit included in a Detachment, one <DYNASTY> CANOPTEK PLASMACYTE unit can be included in that Detachment without taking up a Battlefield Role slot. You cannot include more <DYNASTY> CANOPTEK PLASMACYTE units in a Detachment than there are <DYNASTY> DESTROYER CULT units in that Detachment.

Evasion Protocol: While this model is within 3" of a friendly <DYNASTY> DESTROYER CULT unit, enemy models cannot target this model with ranged weapons unless it is the closest eligible target. In addition, this unit cannot perform actions.

Recall Protocol: In the Unit Coherency Checks step of the Morale phase, if this model is not within 6" of any friendly <DYNASTY> DESTROYER CULT units, this model is destroyed.

Infused Madness: Once per turn, at the start of either your Charge phase or the Flight phase, you can select one friendly <DYNASTY> DESTROYER CULT unit within 3" of this model. If you do, roll one D6 on a 1, one model in that unit is destroyed. Regardless of the result, until the end of the turn, add 1 to the Strength and Attacks characteristics of models in that unit. Each unit can only be selected for this ability once per turn.

FACTION KEYWORDS: NECRONS, CANOPTEK, <DYNASTY>
KEYWORDS: BEAST, FLY, CANOPTEK PLASMACYTE

Canoptek Plasmacytes use their monomolecular proboscis to inject an infectious, sentient energy into the deranged members of the Destroyer Cults. This hateful substance – as dangerous as it is powerful – heightens their nihilistic insanity and drives their mindless annihilation to new heights.

TRIARCH STALKER

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Triarch Stalker (7+ wounds remaining)	10"	3+	3+	7	6	12	3	10	3+
	Triarch Stalker (4-6 wounds remaining)	8"	4+	4+	7	6	N/A	3	10	3+
	Triarch Stalker (1-3 wounds remaining)	6"	5+	5+	7	6	N/A	3	10	3+

A Triarch Stalker is equipped with: heat ray, Stalker's forelimbs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heat ray	Before selecting targets, select one of the profiles below to make attacks with.					
Dispersed	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Focused	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Particle shredder	24"	Heavy 8	6	-1	2	
Twin heavy gauss cannon	30"	Heavy 6	7	-3	D3	
Stalker's forelimbs	Melee	Melee	User	-2	1	

WARGEAR OPTIONS

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

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Quantum Shielding: This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

Targeting Relay: Each time this model makes a ranged attack against an enemy unit, if a hit is scored, until the end of the phase, each time another friendly **NECRONS** model makes a ranged attack against that enemy unit, re-roll a hit roll of 1.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **NECRONS**

KEYWORDS: **VEHICLE, DYNASTIC AGENT, TRIARCH, TRIARCH STALKER**



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



C'TAN SHARD OF THE DECEIVER

18 POWER



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.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	C'Tan Shard of the Deceiver	8"	2+	2+	6	7	9	5	10	4+

The C'Tan Shard of the Deceiver is equipped with golden fists. Your army can only include one C'TAN SHARD OF THE DECEIVER model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Golden fists	Melee	Melee	User	-3	3	-

ABILITIES

Living Metal, Dimensional Translocation [pg 80]

Grand Illusion: At the start of the first battle round, you can select up to three friendly **NECRONS** units. Remove those units from the battlefield, then set them up anywhere on the battlefield that is wholly within your deployment zone. If the mission you are playing uses the Strategic Reserves rules, you can place any of those units into Strategic Reserves instead.

Enslaved Star God: This model can never have a Relic or a Warlord Trait. In addition, enemy models can ignore the Look Out, Sir rule when selecting this model as the target of a ranged attack.

Widirection: Each time an attack is made against this model, subtract 1 from the hit roll.

Necrodermis: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 3 wounds in the same phase. Any wounds that would be lost after that point are not lost.

Reality Unravels: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 6" suffers D3 mortal wounds.

POWERS OF THE C'TAN

This model knows the Cosmic Insanity C'Tan Power and one other C'Tan Power selected from the Powers of the C'Tan [pg 68]. At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use two of the C'Tan Powers it knows. It cannot use the same C'Tan Power more than once per turn.

FACTION KEYWORDS: NECRONS

KEYWORDS: MONSTER, CHARACTER, FLY, C'TAN SHARD, C'TAN SHARD OF THE DECEIVER

C'TAN SHARD OF THE NIGHTBRINGER

18 POWER



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 corners of primitive civilisations across the entire galaxy.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	C'Tan Shard of the Nightbringer	8"	2+	2+	7	7	8	6	10	4+

The C'Tan Shard of the Nightbringer is equipped with Scythe of the Nightbringer. Your army can only include one C'TAN SHARD OF THE NIGHTBRINGER model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scythe of the Nightbringer	Before selecting targets, select one of the profiles below to make attacks with.					

- Reaping sweep	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Entropic blow	Melee	Melee	x2	-4	D6	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.

ABILITIES

Living Metal [pg 80]

Necrodermis: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 3 wounds in the same phase. Any wounds that would be lost after that point are not lost.

Enslaved Star God: This model can never have a Relic or a Warlord Trait. In addition, enemy models can ignore the Look Out, Sir rule when selecting this model as the target of a ranged attack.

Reality Unravels: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Drain Life: Each time this model makes a melee attack that is allocated to an enemy model, that enemy model cannot use any rules to ignore the wounds it loses.

POWERS OF THE C'TAN

This model knows the Gaze of Death C'Tan Power and one other C'Tan Power from the Powers of the C'Tan [pg 68]. At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use two of the C'Tan Powers it knows. It cannot use the same C'Tan Power more than once per turn.

FACTION KEYWORDS: NECRONS

KEYWORDS: MONSTER, CHARACTER, FLY, C'TAN SHARD, C'TAN SHARD OF THE NIGHTBRINGER

C'TAN SHARD OF THE VOID DRAGON 18 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	C'tan Shard of the Void Dragon	8"	2+	2+	6	7	9	5	10	3+

The C'tan Shard of the Void Dragon is equipped with: Spear of the Void Dragon; Canoptek tail blades. Your army can only include one C'TAN SHARD OF THE VOID DRAGON model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Spear of the Void Dragon (shooting)	12"	Heavy 1	9	-4	D6	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over. Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of D3+3.
Canoptek tail blades	Melee	Melee	User	-2	1	Each time the bearer fights, it makes D6 additional attacks with this weapon.
Spear of the Void Dragon (melee)	Melee	Melee	-3	-4	D6	Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of D3+3.

ABILITIES

Living Metal (pg 80)

Necrodermis: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 3 wounds in the same phase. Any wounds that would be lost after that point are not lost.

Enslaved Star God: This model can never have a Relic or a Warlord Trait. In addition, enemy models can ignore the Look Out, Sir rule when selecting this model as the target of a ranged attack.

Reality Unravels: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Matter Absorption: At the end of each phase, roll one D6 for each enemy VEHICLE model destroyed as a result of an attack made by this model or a C'tan Power used by this model that phase: for each 2+, this model regains 1 lost wound (to a maximum of 3 regained wounds per phase).

POWERS OF THE C'TAN

This model knows the Voltaic Storm C'tan Power and one other C'tan Power from the Powers of the C'tan (pg 88). At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use two of the C'tan Powers it knows. It cannot use the same C'tan Power more than once per turn.

FACTION KEYWORDS: NECRONS

KEYWORDS: MONSTER, CHARACTER, FLY, C'TAN SHARD, 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.





TRANSCENDENT C'TAN

14 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Transcendent C'tan	8"	2+	2+	6	7	9	5	10	4+

A Transcendent C'tan is equipped with cracking tendrils.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cracking tendrils	Melee	Melee	10+	-4	D6	-

ABILITIES

Living Metal [pg 80]

Necrodermis: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 2 wounds in the same phase. Any wounds that would be lost after that point are not lost.

Enslaved Star God: This model can never have a Relic or a Warden Trait. In addition, enemy models can ignore the Look Out, Sir rule when selecting this model as the target of a ranged attack.

Reality Unravels: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 6" suffers D3 mortal wounds.

Fractured Personality: Before the battle, select one of the abilities in the table to the right for this model to have for the duration of the battle. Alternatively, you can randomly determine two abilities from the table for this model to have by rolling two D6 and looking up the result (if a double is rolled, roll both dice again until two different results are rolled).

D6 Ability

- 1 Cosmic Tyrant:** At the end of your Movement phase, if this model has not Advanced or Fallen Back that phase, it can use one additional C'tan Power that it knows. It cannot use the same C'tan Power more than once per turn.
- 2 Immune to Natural Law:** Each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.
- 3 Sentient Necrodermis:** This model has a Save characteristic of 3+.
- 4 Transdimensional Displacement:** This model gains the Dimensional Translocation ability [pg 80].
- 5 Untamed Power:** This model has an Attacks characteristic of 6 and a Strength characteristic of 7.
- 6 Withing Worldscape:** At the start of your Movement phase, roll one D6 for each enemy unit within Engagement range of this model on a 4+, that unit suffers 1 mortal wound. In addition, each time a unit declares a charge against this model, until the end of the phase, subtract 2 from charge rolls made for that unit.

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.

POWERS OF THE C'TAN

This model knows two C'tan Powers from the Powers of the C'tan [pg 68]. At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use one of the C'tan Powers it knows.

FACTION KEYWORDS: NECRONS

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

CANOPTEK SPYDERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Canoptek Spyder	6"	4+	4+	6	6	6	5	10	3+

If this unit contains 2 models, it has **Power Rating 8**. If this unit contains 3 models, it has **Power Rating 12**. Every model is equipped with automaton claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Particle beamer	18"	Assault 6	5	0	1	-
Automaton claws	Melee	Melee	+2	-3	2	-

OTHER WARGEAR	ABILITIES
Fabricator claw array	At the end of your Movement phase, the bearer can repair one friendly <DYNASTY> VEHICLE model within 3" of it. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.
Gloom prism	In your opponent's Psychic phase, the bearer's unit can attempt to deny one psychic power as if it were a PSYKER.

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.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols [pg 80-81]

Explodes: Each time a model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Scarab Hive: In your Command phase, one destroyed model from each friendly <DYNASTY> CANOPTEK SCARAB SWARM unit within 6" of this unit is Reanimated [pg 80]. Each unit can only be affected by this ability once per phase.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: MONSTER, FLY, CANOPTEK, 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.

CANOPTEK SCARAB SWARMS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-9	Canoptek Scarab Swarm	10"	4+	-	3	3	4	4	10	6+

If this unit contains between 4 and 6 models, it has **Power Rating 4**. If this unit contains 7 or more models, it has **Power Rating 6**. Every model is equipped with feeder mandibles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Feeder mandibles	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

Living Metal, Reanimation Protocols, Command Protocols [pg 80-81]

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: SWARM, FLY, CANOPTEK, CANOPTEK SCARAB SWARMS



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

OPHYDIAN DESTROYERS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3.6	Ophydian Destroyer	10"	3+	3+	4	4	3	3	10	4+

If this unit contains 4 or more models, it has **Power Rating 10**. For every 3 models in this unit, one model is equipped with 2 hyperphase reap-blades, ophydian claws. Every other model is equipped with hyperphase threshers, ophydian claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hyperphase reap-blade	Melee	Melee	+2	-4	1	-
Hyperphase threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Ophydian claws	Melee	Melee	User	1	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols [pg 80-81]

Hardwired for Destruction: Each time a model in this unit makes an attack, re-roll a hit roll of 1.

Hyperphase Reap-blades: Each time a model in this unit makes an attack with a hyperphase reap-blade, an unmodified hit roll of 6 scores 1 additional hit.

Whipcoil Bodies: Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.

Tunnelling Horrors: During deployment, you can set up this unit underground instead of setting it up on the battlefield. If you do, then during 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.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: INFANTRY, DESTROYER CULT, 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.

TOMB BLADES

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3.8	Tomb Blade	14"	3+	3+	4	5	2	1	10	4+

If this unit contains between 4 and 6 models, it has **Power Rating 8**. If this unit contains 7 or more models, it has **Power Rating 12**. Every model is equipped with twin gauss blaster.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Particle beamer	18"	Assault 5	5	0	1	-
Twin gauss blaster	30"	Rapid Fire 2	5	-2	1	-
Twin tesla carbine	24"	Assault 4	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

OTHER WARGEAR ABILITIES

Nebuloscope Each time the bearer makes a ranged attack, the target does not receive the benefits of cover against that attack.

Shadowloom The bearer has a 5+ invulnerable save.

Shieldvanes The bearer has a Save characteristic of 3+.

WARGEAR OPTIONS

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

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols [pg 80-81]

Evasion Engrams: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: BIKER, FLY, CORE, 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.

TRIARCH PRAETORIANS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Triarch Praetorian	10"	3+	3+	5	5	2	3	10	3+

If this unit contains 6 or more models, it has **Power Rating 12**. Every model is equipped with rod of covenant.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Particle caster	12"	Pistol 2	6	0	1	-
Rod of covenant (shooting)	12"	Assault 1	5	-3	2	-
Rod of covenant (melee)	Melee	Melee	User	-3	2	-
Voidblade	Melee	Melee	User	-3	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

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

ABILITIES

Living Metal, Resurrection Protocols, Command Protocols (pg 80-81)

FACTION KEYWORDS: NECRONS

KEYWORDS: INFANTRY, FLY, DYNASTIC AGENT, TRIARCH, 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.

CANOPTEK WRAITHS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-6	Canoptek Wraith	12"	4+	4+	4	5	3	4	10	3+

If this unit contains 4 or more models, it has **Power Rating 10**. Every model is equipped with vicious claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Particle caster	12"	Pistol 2	6	0	1	-
Transdimensional beamer	12"	Assault 1	4	-3	3	-
Vicious claws	Melee	Melee	+2	-2	2	-
Whip coils	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.

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.

ABILITIES

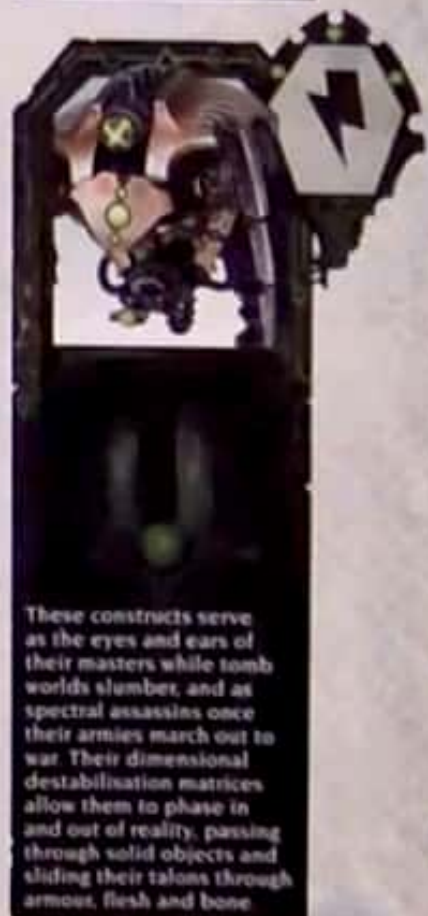
Living Metal, Resurrection Protocols, Command Protocols (pg 80-81)

Sinking Strike: This unit is eligible to shoot and declare a charge with in a turn in which it Fell Back.

Wrath Form: Models in this unit have a 4+ invulnerable save. In addition, each time this unit makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: BEASTS, CANOPTEK, 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 slicing their talons through armour, flesh and bone.



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.

ANNIHILATION BARGE

10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Annihilation Barge	12"	6+	3+	5	6	8	3	10	3+

An Annihilation Barge is equipped with gauss cannon, twin tesla destructor

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss cannon	24"	Heavy 3	6	-3	03	-
Tesla cannon	30"	Heavy 3	6	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Twin tesla destructor	30"	Heavy 10	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

WARGEAR OPTIONS

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

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Quantum Shielding: This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: VEHICLE, QUANTUM SHIELDING, FLY, ANNIHILATION BARGE



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.

DOOMSDAY ARK

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Doomsday Ark (8+ wounds remaining)	12"	6+	3+	6	6	14	3	10	3+
	Doomsday Ark (4-7 wounds remaining)	8"	6+	4+	6	6	N/A	03	10	3+
	Doomsday Ark (1-3 wounds remaining)	4"	6+	5+	6	6	N/A	1	10	3+

A Doomsday Ark is equipped with doomsday cannon, 2 gauss flyer arrays

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Doomsday cannon	Before selecting targets, select one of the profiles below to make attacks with.					
Low power	36"	Heavy D6	8	-2	03	Blast
High power	72"	Heavy D6	10	-5	06	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.
Gauss flyer array	24"	Rapid Fire 5	4	-1	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers 03 mortal wounds.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

Quantum Shielding: This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: VEHICLE, QUANTUM SHIELDING, FLY, DOOMSDAY ARK

LOKHUST DESTROYERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-6	Lokhust Destroyer	8"	3+	3+	4	5	3	2	10	3+
D-1	Lokhust Heavy Destroyer	8"	3+	3+	4	5	4	2	10	3+

Increase this unit's **Power Rating** by +3 for every additional Lokhust Destroyer it includes. Increase this unit's **Power Rating** by +4 if it includes a Lokhust Heavy Destroyer model. Every Lokhust Destroyer is equipped with gauss cannon. A Lokhust Heavy Destroyer is equipped with gauss destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enmitic exterminator	36"	Heavy 303	7	-1	1	Blast
Gauss cannon	24"	Heavy 3	6	-3	03	-
Gauss destructor	36"	Heavy 1	10	-4	303	-

WARGEAR OPTIONS

- The Lokhust Heavy Destroyer's gauss destructor can be replaced with 1 enmitic exterminator.

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Repulsor Platform: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

Hardwired for Destruction: Each time a model in this unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS (Lokhust Destroyers): INFANTRY, FLY, DESTROYER CULT, LOKHUST DESTROYERS

KEYWORDS (Lokhust Heavy Destroyer): INFANTRY, FLY, DESTROYER CULT, LOKHUST HEAVY DESTROYER



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.

LOKHUST HEAVY DESTROYERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Lokhust Heavy Destroyer	8"	3+	3+	4	5	4	2	10	3+

If this unit contains 2 models, it has **Power Rating 8**. If this unit contains 3 models, it has **Power Rating 12**. Every model is equipped with gauss destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Enmitic exterminator	36"	Heavy 303	7	-1	1	Blast
Gauss destructor	36"	Heavy 1	10	-4	303	-

WARGEAR OPTIONS

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

ABILITIES

Living Metal, Reanimation Protocols, Command Protocols (pg 80-81)

Repulsor Platform: Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.

Hardwired for Destruction: Each time a model in this unit makes an attack, re-roll a hit roll of 1.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: INFANTRY, FLY, DESTROYER CULT, 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.



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 blasts from their doomsday blasters.

CANOPTEK DOOMSTALKER

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Canoptek Doomstalker [7+ wounds remaining]	10"	4+	4+	6	6	12	3	10	3+
	Canoptek Doomstalker [4-6 wounds remaining]	8"	5+	4+	6	6	N/A	2	10	3+
	Canoptek Doomstalker [1-3 wounds remaining]	6"	6+	4+	6	6	N/A	1	10	3+

A Canoptek Doomstalker is equipped with: doomsday blaster, twin gauss flayer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Doomsday blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Low power	24"	Heavy D6	8	-2	D3	Blast.
- High power	48"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.
Twin gauss flayer	24"	Rapid Fire 2	4	-1	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Containment Field: This model has a 4+ invulnerable save.

Sentinel Construct: Each time an enemy unit declares a charge against a friendly <DYNASTY> or DYNASTIC AGENT unit within 6" of this model, unless this model is within Engagement Range of any enemy models, this model can fire Overwatch at the charging unit as if it were also a target of that charge (this is in addition to any other units that are firing Overwatch). Each time this model fires Overwatch, it makes attacks with its doomsday blaster using the high power profile.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 5+ it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: MONSTER, CANOPTEK, CANOPTEK DOOMSTALKER



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 discharge fresh waves of fully-repaired Necrons directly into the fight.

GHOST ARK

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ghost Ark [8+ wounds remaining]	12"	6+	3+	6	6	14	3	10	3+
	Ghost Ark [4-7 wounds remaining]	8"	6+	4+	6	6	N/A	D3	10	3+
	Ghost Ark [1-3 wounds remaining]	4"	6+	5+	6	6	N/A	1	10	3+

A Ghost Ark is equipped with: 2 gauss flayer arrays.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Gauss flayer array	24"	Rapid Fire 5	4	1	1	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Quantum Shielding: This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

Repair Barge: In your Command phase, you can select one friendly <DYNASTY> NECRON WARRIORS unit within 6" of this model. If you do, up to D3 destroyed models from that unit Reanimate (pg 80). Each unit can only be selected for this ability once per phase.

Explodes: When this transport is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 5 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 10 <DYNASTY> NECRON WARRIORS or <DYNASTY> INFANTRY CHARACTER models.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: VEHICLE, QUANTUM SHIELDING, TRANSPORT, FLY, GHOST ARK

DOOM SCYTHE

10 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Doom Scythe (7+ wounds remaining)	20-50"	6+	3+	6	6	12	3	10	3+
	Doom Scythe (4-6 wounds remaining)	20-40"	6+	4+	6	6	N/A	D3	10	3+
	Doom Scythe (1-3 wounds remaining)	20-30"	6+	5+	6	6	N/A	1	10	3+

A Doom Scythe is equipped with: heavy death ray, twin tesla destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy death ray	36"	Heavy 3	12	-4	D3+2	
Twin tesla destructor	36"	Heavy 10	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Supersonic: Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Hard to Hit: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: VEHICLE, AIRCRAFT, FLY, 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.

NIGHT SCYTHE

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Night Scythe (7+ wounds remaining)	20-50"	6+	3+	6	6	12	3	10	3+
	Night Scythe (4-6 wounds remaining)	20-40"	6+	4+	6	6	N/A	D3	10	3+
	Night Scythe (1-3 wounds remaining)	20-30"	6+	5+	6	6	N/A	1	10	3+

A Night Scythe is equipped with: twin tesla destructor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Twin tesla destructor	36"	Heavy 10	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Supersonic: Each time this model makes a Normal move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Airborne: You cannot declare a charge with this unit, and it can only be chosen as a target of a charge if the unit making the charge can FLY. You can only fight with this model if it is within Engagement Range of any enemy units that can FLY, and this model can only make melee attacks against units that can FLY. Enemy units can only make melee attacks against this model if they can FLY.

Hard to Hit: Each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

TRANSPORT

This model has a transport capacity of 20 <DYNASTY> CORE INFANTRY, <DYNASTY> INFANTRY CHARACTER or DYNASTIC AGENT INFANTRY models.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: VEHICLE, AIRCRAFT, FLY, TRANSPORT, 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.

OBELISK

19 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Obelisk [15+ wounds remaining]	8"	6+	3+	8	8	28	6	10	2+
	Obelisk [8-14 wounds remaining]	6"	6+	4+	8	8	N/A	D6	10	2+
	Obelisk [1-7 wounds remaining]	4"	6+	5+	8	8	N/A	D3	10	2+

An Obelisk is equipped with 4 testispheres.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Testis sphere	24"	Assault 4	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Death Descending: During deployment, you can set up this model in the upper atmosphere instead of placing it on the battlefield. If you do, then during 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.

Hovering Sentinel: In your Movement phase, if this model Remains Stationary, then until the start of your next Movement phase, its testispheres have a Type of Assault 6, a Strength characteristic of 8 and a Damage characteristic of 2.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Gravity Pulse: In your Shooting phase, you can select one enemy unit that can Fly and is within 24" of this model. Until the start of your next Shooting phase, halve the Move characteristic of models in that unit. If the selected unit is an AIRCRAFT, roll 2D6 for each point by which the total exceeds that unit's Toughness characteristic; that unit suffers 1 mortal wound. Each unit can only be selected for this ability once per phase.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: VEHICLE, TITANIC, FLY, 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.

TESSERACT VAULT

25 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tesseract Vault [16+ wounds remaining]	8"	6+	3+	8	7	30	6	10	2+
	Tesseract Vault [9-15 wounds remaining]	6"	6+	4+	8	7	N/A	D6	10	2+
	Tesseract Vault [1-8 wounds remaining]	4"	6+	5+	8	7	N/A	D3	10	2+

A Tesseract Vault is equipped with 4 testispheres.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Testis sphere	24"	Assault 4	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.

ABILITIES

Living Metal [pg 80]

Vengeance of the Enchained: When this model is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 206" suffers D6 mortal wounds.

Transcendental Force Field: This model has a 4+ Invulnerable save.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

POWERS OF THE C'TAN

This model knows four C'tan Powers from the Powers of the C'tan [pg 68]. At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use a number of C'tan Powers it knows equal to the number in the table below. It cannot use the same C'tan Power more than once per turn.

Remaining Wounds	Powers of the C'tan
16+	3
9-15	2
1-8	1

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: VEHICLE, TITANIC, FLY, C'TAN SHARD, 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.

MONOLITH

19 POWER

Some of this model's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Monolith [13+ wounds remaining]	8"	6+	3+	8	8	24	6	10	2+
	Monolith [7-12 wounds remaining]	6"	6+	4+	8	8	N/A	D6	10	2+
	Monolith [1-6 wounds remaining]	4"	6+	5+	8	8	N/A	D3	10	2+

A Monolith is equipped with: 4 gauss flux arcs, particle whip, portal of exile.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Death ray	24"	Heavy 1	8	-3	D3+3	-
Gauss flux arc	30"	Rapid Fire 3	5	-2	1	-
Particle whip	36"	Heavy D6	12	-3	3	Blast
Portal of exile	Melee	Melee	User	-3	3	Each time an attack is made with this weapon, that attack automatically hits the target.

WARGEAR OPTIONS

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

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Death Descending: During deployment, you can set up this model in the upper atmosphere instead of placing it on the battlefield. If you do, then during 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.

Hovering: Distances are measured to and from either this model's hull or its base, whichever is the closest.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

Eternity Gate: In your Movement phase, if this model Remains Stationary, then in the Reinforcement step of that phase it can summon a unit. If it does, select one <DYNASTY> CORE INFANTRY unit from your army that is in Strategic Reserves; set up that unit anywhere on the battlefield that it is wholly within 2" of this model and not within Engagement Range of any enemy models. Models in units that are set up using this ability count as having moved a distance in inches equal to their Move characteristic in the Movement phase.

FACTION KEYWORDS: NECRONS, <DYNASTY>
KEYWORDS: VEHICLE, TITANIC, 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.



THE SILENT KING

23 POWER

Some of Szarekh's characteristics change as it suffers damage, as shown below.

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Szarekh (3+ wounds remaining)	8"	2+	2+	5	7	16	8	10	3+
	Szarekh (5-8 wounds remaining)	6"	2+	2+	5	7	N/A	4	10	3+
	Szarekh (1-4 wounds remaining)	4"	7+	2+	5	7	N/A	2	10	3+
2	Triarchal Menhir	8"	6+	2+	5	7	5	1	10	3+

Szarekh is equipped with Sceptre of Eternal Glory, Staff of Stars, Scythe of Dust. Every Triarchal Menhir is equipped with annihilator beam. Your army can only include one THE SILENT KING unit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Annihilator beam	36"	Heavy 1	12	4	6	-
Sceptre of Eternal Glory (shooting)	24"	Assault 3	8	3	2	-
Staff of Stars (shooting)	24"	Assault 9	6	2	1	-
Sceptre of Eternal Glory (melee)	Melee	Melee	+4	3	2	-
Scythe of Dust	Melee	Melee	+3	-4	3	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Staff of Stars (melee)	Melee	Melee	Over	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.

ABILITIES

Living Metal, Command Protocols [pg 80-81]

Neoliths Become: In your opponent's Psychic phase, Szarekh can attempt to deny one psychic power as if he were a **PSYKER**.

Oblivance Generators: At the start of the Fight phase, if there are any enemy units within Engagement Range of Szarekh, then until the end of the phase, those units cannot fight until after all other eligible units from your army have done so.

Phaeron of the Stars (Aura): While a friendly **NECRONS CORE** unit or **TRIARCH PRAETORIANS** unit is within 6" of Szarekh, each time a ranged attack is made by a model in that unit, you can re-roll the hit roll.

Phaeron of the Blades (Aura): While a friendly **NECRONS CORE** unit or **TRIARCH PRAETORIANS** unit is within 6" of Szarekh, each time a melee attack is made by a model in that unit, you can re-roll the wound roll.

Relentless March (Aura): While a friendly **NECRONS CORE** or **TRIARCH PRAETORIANS** unit is within 6" of Szarekh, 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.

My Will Be Done: In your Command phase, you can select one friendly **NECRONS CORE** or **TRIARCH PRAETORIANS** unit within 6" of Szarekh. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.

Phaeron: This model can use its My Will Be Done one additional time per turn.

Voice of the March: Once per battle, at the start of any battle round, if Szarekh is on the battlefield he can alter your command protocols. If he does, the command protocol that you did not assign to any battle rounds before the battle becomes active for your army for that battle round, instead of the one that you assigned to it.

Triarchal Menhir: While this unit contains any Triarchal Menhir models, it does not count as a **CHARACTER** for the purposes of the Look Out, Sir rule and each time an attack successfully wounds this unit, that attack must be allocated to one of those models. The destruction of Triarchal Menhirs is ignored for the purposes of Morale tests. If Szarekh is ever destroyed, any remaining Triarchal Menhirs in this unit are also destroyed.

The Silent King: If your army is Battle-Forged, Szarekh must be your army's **WARLORD**. You receive 3 additional Command points if Szarekh is your **WARLORD**.

Transcendental Force Field: Models in this unit have a 4+ invulnerable save.

Preservative Auto-torpor: If Szarekh has 8 or fewer wounds remaining, it cannot make attacks with its Staff of Stars and loses the Phaeron of the Stars ability. If Szarekh has 4 or fewer wounds remaining, it cannot make attacks with its Scythe of Dust and loses the Phaeron of the Blades ability.

Vengeance of the Enchained: When Szarekh is destroyed, roll one D6 before removing it from play. On a 4+ it explodes, and each unit within 20E" suffers D6 mortal wounds.

FACTION KEYWORDS: **NECRONS, SZAREKHAN**

KEYWORDS [Szarekh]: **VEHICLE, CHARACTER, FLY, SUPREME COMMANDER, PHAERON, NOBLE, DYNASTIC AGENT, THE SILENT KING, SZAREKH**

KEYWORDS [Triarchal Menhirs]: **VEHICLE, FLY, DYNASTIC AGENT, THE SILENT KING, TRIARCHAL MENHIRS**

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.

CONVERGENCE OF DOMINION

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Starstele (6+ wounds remaining)	-	-	3+	6	8	10	-	-	3+
	Starstele (3-5 wounds remaining)	-	-	4+	6	8	NR	-	-	3+
	Starstele (1-2 wounds remaining)	-	-	5+	6	8	NR	-	-	3+

Every model is equipped with: transdimensional abductor.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Transdimensional abductor	12"	Assault D3	4	-3	3	-

ABILITIES

Living Metal, Command Protocols (pg 80-81)

Convergence of Dominion: 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.

Dominion Protocols [Aura]: While a friendly <DYNASTY> CORE unit is within 6" of this model, add 2 to the Leadership characteristic of models in that unit.

Dynastic Command Node: While a command protocol is active for your army, friendly units with the Command Protocols ability that are within 6" of this model benefit from the selected directive(s) of the active command protocol.

Translocation Protocols: While there are any STARSTELE units from your army on the battlefield, CRYPTEK units in your army can attempt the following action, as described in the Warhammer 40,000 Core Book: **Activate Translocation Protocols (Action)** At the end of your Movement phase, one friendly CRYPTEK unit from your army that is within 2" of any friendly STARSTELE units can start to perform this action. The action is completed at the end of your turn. Once completed, select one of those STARSTELE units and remove it from the battlefield, in the Reinforcements step of your next Movement phase, set that STARSTELE unit back up on the battlefield, anywhere that is more than 9" away from any enemy models. If the battle ends and that Starstele unit is not on the battlefield, it is destroyed.

FACTION KEYWORDS: NECRONS, <DYNASTY>

KEYWORDS: BUILDING, VEHICLE, STARSTELE, CONVERGENCE OF DOMINION



WEAPON PROFILES

Below you will find the weapon profiles for all the weapons that Necrons models can be equipped with. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

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 flyer array, etc.), and any Relic that replaces such a weapon (e.g. Conduit of Stars, page 67).

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 (pg 66) is also a tesla weapon.

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Abyssal lance (shooting)	18"	Assault 3	4	-3	1	-
Assaultive (shooting)	18"	Assault D3	5	-2	1	Blast. Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Annihilate beam	36"	Heavy 1	12	-4	6	-
Atomiser beam	12"	Assault 3	6	-2	1	-
Death ray	24"	Heavy 1	9	-3	D3+3	-
Disembow blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Low power	24"	Heavy D6	8	-2	D3	Blast
- High power	48"	Heavy D6	10	-5	D6	Blast. The beater can only make attacks with this profile if it Remained Stationary during its previous Movement phase.
Disembow cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Low power	36"	Heavy D6	8	-2	D3	Blast
- High power	72"	Heavy D6	10	-5	D6	Blast. The beater can only make attacks with this profile if it Remained Stationary during its previous Movement phase.
Electric lance (shooting)	36"	Assault D3	8	-4	D6	-
Emetic annihilator	18"	Assault 2D3	6	-1	1	Blast
Emetic disintegrator pistol	18"	Pistol 1	6	-1	1	-
Emetic exterminator	36"	Heavy 2D3	7	-1	1	Blast
Emetic Lance (shooting)	18"	Assault 1	8	-3	D3+3	-
Gauntlet of Fire	12"	Assault D6	1	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Gauss blaster	30"	Rapid Fire 1	5	-2	1	-
Gauss cannon	24"	Heavy 3	6	-3	D3	-
Gauss destructor	36"	Heavy 1	10	-4	2D3	-
Gauss flyer	24"	Rapid Fire 1	4	-1	1	-
Gauss flyer array	24"	Rapid Fire 3	4	-1	1	-
Gauss Flux arc	30"	Rapid Fire 3	5	-2	1	-
Gauss weapon	12"	Assault 2	5	-2	1	-
Heat ray	Before selecting targets, select one of the profiles below to make attacks with.					
- Dispersed	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
- Focused	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Heavy death ray	36"	Heavy 3	12	-4	D3+3	-
Particle beamer	18"	Assault 6	5	0	1	-
Particle caster	12"	Pistol 2	6	0	1	-
Particle shredder	24"	Heavy 8	6	-1	2	-
Particle whip	36"	Heavy D6	12	-3	3	Blast
Plasma lance (shooting)	18"	Assault D3	7	-3	2	-
Rolli gauss blaster	30"	Rapid Fire 2	5	-2	2	-
Roil of covenant (shooting)	12"	Assault 1	5	-3	2	-
Scapers of Eternal Glory (shooting)	24"	Assault 3	8	-3	2	-
Scouring eye	12"	Pistol 2	5	-2	1	-

RANGED WEAPONS

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ADILITIES
Spear of the Void Dragon (shooting)	12"	Heavy 1	9	-4	D6	Each time an attack is made with this weapon, if a hit is scored draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over. Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of D3+3.
Staff of light (shooting)	18"	Assault 3	5	-2	1	-
Staff of stars (shooting)	24"	Assault 3	6	-2	1	-
Staff of the Destroyer (shooting)	18"	Assault 3	6	-1	2	-
Synaptic disintegrator	36"	Heavy 1	5	-2	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Tachyon arrow	120"	Assault 1	12	-5	D6	The bearer can only shoot with this weapon once per battle.
Tesla cannon	30"	Heavy 3	6	0	3	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Tesla carbine	24"	Assault 2	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Tesla sphere	24"	Assault 4	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Transdimensional abductor	12"	Assault D3	4	-3	3	-
Transdimensional beamer	12"	Assault 1	4	-3	3	-
Twin gauss blaster	30"	Rapid Fire 2	5	-2	1	-
Twin gauss flyer	24"	Rapid Fire 2	4	-1	1	-
Twin heavy gauss cannon	30"	Heavy 6	7	-3	D3	-
Twin tesla carbine	24"	Assault 4	5	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.
Twin tesla demolitor	36"	Heavy 10	7	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits.



MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Abyssal lance [melee]	Melee	Melee	User	3	1	-
Atomtaxe [melee]	Melee	Melee	User	2	1	Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Automaton claw	Melee	Melee	+2	3	2	-
Camptek ball blades	Melee	Melee	User	2	1	Each time the bearer fights, it makes DE additional attacks with this weapon.
Chronotendrils	Melee	Melee	User	0	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.
Crackling tendrils	Melee	Melee	User	4	DE	-
Edritch Lance [melee]	Melee	Melee	User	4	2	-
Empathic Disintegrator	Melee	Melee	+2	1	03	Each time an attack is made with this weapon, if a CHARACTER model is destroyed by that attack, each enemy unit within 6" of the bearer suffers D3 mortal wounds.
Echonic Lance [melee]	Melee	Melee	User	3	3	-
Feeder mandibles	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.
Flayer claws	Melee	Melee	User	1	1	-
Fleeting claw	Melee	Melee	User	1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.
Golden fete	Melee	Melee	User	3	3	-
Hyperphase graver	Melee	Melee	+2	3	03	-
Hyperphase harvester	Melee	Melee	+2	4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Hyperphase reaper blade	Melee	Melee	+2	4	3	-
Hyperphase sword	Melee	Melee	+1	3	1	-
Hyperphase thrasher	Melee	Melee	User	3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.
Impaling legs	Melee	Melee	User	2	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Matomolecular prohemus	Melee	Melee	User	1	1	-
Ophydan claws	Melee	Melee	User	1	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.



MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Plasmic lance (melee)	Melee	Melee	User	-3	2	-
Portal of exile	Melee	Melee	User	-3	3	Each time an attack is made with this weapon, that attack automatically hits the target.
Reanimator's claws	Melee	Melee	User	-2	1	-
Rod of covenant (melee)	Melee	Melee	User	-1	2	-
Sceptre of Eternal Glory (melee)	Melee	Melee	+4	-3	2	-
Scythe of Dust	Melee	Melee	+3	-4	3	Each time the bearer fights, it makes 4 additional attacks with this weapon and no more than 4 attacks can be made with this weapon.
Scythe of the Nightbringer	Before selecting targets, select one of the profiles below to make attacks with.					
- Reaping sweep	Melee	Melee	User	-3	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
- Entropic blow	Melee	Melee	+2	-4	06	Each time an attack is made with this weapon profile, invulnerable saving throws cannot be made against that attack.
Scythed limbs	Melee	Melee	User	-1	1	-
Spear of the Void Dragon (melee)	Melee	Melee	+3	-4	06	Each time an attack made with this weapon is allocated to a WETSLE model, that attack has a Damage characteristic of D3+3.
Staff of light (melee)	Melee	Melee	User	-2	1	-
Staff of Stars (melee)	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 3 additional attacks with this weapon and no more than 3 attacks can be made with this weapon.
Staff of the Destroyer (melee)	Melee	Melee	-1	-3	2	-
Staff of Tomorrow	Melee	Melee	User	-3	03	Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against that attack.
Stalker's forelimbs	Melee	Melee	User	-2	3	-
Vicious claws	Melee	Melee	+2	-2	2	-
Voidblade	Melee	Melee	User	1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Voidscythe	Melee	Melee	+2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Warscythe	Melee	Melee	-2	-4	2	-
Whip coils	Melee	Melee	User	-1	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.



POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

HO

Anrakyr the Traveller (pg 83)

Unit size	1 model
Unit cost	140 pts

Catacomb Command Barge (pg 88)

Unit size	1 model
Unit cost	145 pts
• Gauss cannon	+5 pts
• Resurrection orb	+30 pts
• Warscythe	+5 pts

Chronomancer (pg 91)

Unit size	1 model
Unit cost	80 pts

Illuminar Scribes (pg 84)

Unit size	1 model
Unit cost	160 pts

Imatekh the Stormlord (pg 82)

Unit size	1 model
Unit cost	145 pts

Lokhust Lord (pg 87)

Unit size	1 model
Unit cost	105 pts
• Phylactery	+5 pts
• Resurrection orb	+30 pts
• Warscythe	+5 pts

Lord (pg 87)

Unit size	1 model
Unit cost	70 pts
• Resurrection orb	+30 pts
• Warscythe	+5 pts

Nemessor Zahndrekh (pg 84)

Unit size	1 model
Unit cost	135 pts

Orikan the Diviner (pg 82)

Unit size	1 model
Unit cost	110 pts

Overlord (pg 89)

Unit size	1 model
Unit cost	95 pts
• Resurrection orb	+30 pts
• Tachyon arrow	+5 pts
• Voidscythe	+15 pts
• Warscythe	+5 pts

Plasmancer (pg 91)

Unit size	1 model
Unit cost	70 pts

Psychomancer (pg 90)

Unit size	1 model
Unit cost	70 pts

Royal Warden (pg 86)

Unit size	1 model
Unit cost	75 pts

Skorpekh Lord (pg 86)

Unit size	1 model
Unit cost	130 pts

Techmancer (pg 90)

Unit size	1 model
Unit cost	75 pts
• Canoptek cloak	+5 pts
• Canoptek control node	+15 pts

Trazyn the Infinite (pg 85)

Unit size	1 model
Unit cost	100 pts

Vargard Obyrn (pg 83)

Unit size	1 model
Unit cost	100 pts

Cryptek Arkana (pg 62-63)

• Atavindicator	+25 pts
• Cortical subjugator scarabs	+15 pts
• Countertemporal nanomines	+30 pts
• Cryptogeometric adjuster	+15 pts
• Dimensional sanctum	+15 pts
• Fail-safe overcharger	+30 pts
• Hypermenal ablator	+25 pts
• Metalodermal testa weave	+20 pts
• Photic transsubjector	+20 pts
• Phylactery Nine	+20 pts
• Prismatic obfuscation	+20 pts
• Quantum orb	+20 pts

🏠 DEDICATED TRANSPORTS

Ghost Ark (pg 106)	
Unit size	1 model
Unit cost	145 pts

✈️ FLYERS

Doom Scythe (pg 107)	
Unit size	1 model
Unit cost	200 pts

Night Scythe (pg 107)	
Unit size	1 model
Unit cost	145 pts

🏰 LORDS OF WAR

Monolith (pg 109)	
Unit size	1 model
Unit cost	360 pts
• Death ray	+5 pts

Obelisk (pg 108)	
Unit size	1 model
Unit cost	370 pts

The Silent King (pg 110)	
Unit size	3 models
Unit cost	450 pts

Tesseract Vault (pg 108)	
Unit size	1 model
Unit cost	500 pts

🏰 FORTIFICATIONS

Convergence of Dominion (pg 111)	
Unit size	3 models
Unit cost	120 pts



GLOSSARY

On this page you will find a glossary that contains a number of terms used in this Codex. These are intended to provide precise definitions to help resolve some of the more complex rules interactions that may arise, and players should feel under no obligation to memorise this list.

Active command protocol [pg 81]: The command protocol that is currently active for your army.

All of the models in the unit can have their Weapon A replaced with 1 Weapon B each: When this wargear option is selected for a unit, every single model in that unit that is equipped with Weapon A must have its weapon replaced with Weapon B. It is not possible for only some of the models in that unit to have their weapon replaced and for others not to.

Any number of models can each have their Weapon A replaced with 1 Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Command protocol [pg 81]: There are six command protocols: Protocol of the Conquering Tyrant, Protocol of the Eternal Guardians, Protocol of the Hungry Void, Protocol of the Sudden Storm, Protocol of the Undying Legions, Protocol of the Vengeful Stars.

Cryptek Arkana [pg 62]: A unique piece of wargear that can be given to **NECRONS CRYPTEK** models (excluding named characters).

C'TAN SHARD [pg 51]: A unit that can be included in a **NECRONS** Detachment without preventing other units in that Detachment from gaining a Dynastic Code.

C'tan Powers [pg 68]: C'TAN SHARD models can attempt to use C'tan Powers that they know.

Directive [pg 81]: One part of a command protocol, when a command protocol becomes active for your army, one of that command protocol's directives will be selected to be the one that applies to the affected units in your army.

DYNASTIC AGENT [pg 51]: A unit that can be included in a **NECRONS** Detachment without preventing other units in that Detachment from gaining a Dynastic Code.

Dynastic Code [pg 51]: Detachment ability for **NECRONS** Detachments. An ability gained by **NECRONS** models (excluding **DYNASTIC AGENT** and **C'TAN SHARD** models) based on the Dynasty they are from, if all models in that Detachment are from the same dynasty.

Dynastic Epithet [pg 74]: A Crusade rule applied to **NOBLE CHARACTER WARLORD** models upon victory.

From [pg 80]: The dynasty that a unit belongs to is the dynasty they are from. A unit is from a certain dynasty if they have that dynasty's name listed on its Faction keyword line.

Gauss weapon [pg 112]: A ranged weapon whose profile includes the word 'gauss', or a Relic that replaces a gauss weapon.

NECRONS Detachment [pg 51]: A Detachment is a Battle-forged army where every model has the **NECRONS** keyword (excluding models with the **UNALIGNED** keywords).

Necrons secondary objectives [pg 69]: Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a **NECRONS** Detachment.

Power of the C'tan [pg 68]: A list of C'tan Powers that **C'TAN SHARD** models can use.

Reanimate [pg 80]: When a model Reanimates it is set back up on the battlefield with its full wounds remaining.

Reanimation protocols are enacted [pg 80]: After a unit with the Reanimation Protocols ability has any of its models destroyed by enemy attacks, its reanimation protocols are enacted, and the models that were destroyed by those attacks begin reassembling.

Reanimation Protocol roll [pg 80]: One D6 roll. Cannot be modified by more than -1 or +1.

Reassembling [pg 80]: When a unit's reanimation protocols are enacted, Reanimation Protocol rolls are made for the models in that unit that are reassembling.

Relic of the Aeons [pg 66-67]: A type of Relic that can be given to **NECRONS CHARACTER** models.

Stratagem label: A Stratagem's labels are written beneath its title and can include: Necrons, Battle Tactic, Epic Deed, Strategic Ploy, Requisition, Wargear. A Stratagem can have more than one label, for example, a Stratagem with 'Necrons - Wargear Stratagem' has both the Necrons and Wargear labels.

Tesla weapon [pg 112]: A ranged weapon whose profile includes the word 'tesla', or a Relic that replaces a tesla weapon.

