



# NECRONS

## FACTION PACK: VERSION 1.3

Legal for matched play from 4th March 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

### WHAT'S NEW?

- Starshatter Arsenal Detachment – **MONSTER** units excluded from the following: Relentless Onslaught, Dread Majesty, Merciless Reclamation, Endless Servitude, Reactive Reposition.
- Nekrosor Ammentar – **MONSTER** units excluded from the Infectious Murder-madness ability.

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# STARSHATTER ARSENAL

A wide range of mechanical treasures are stored within the grand armouries of the Necron dynasties. Some Necron nobles prefer to wage mobile warfare, utilising the swiftest of these vehicles, including imperious anti-grav war barques, looming mechanical walkers and supersonic assault craft powered by eldritch technologies to outflank, outrun and eliminate their enemies. As the armoured tide sweeps over the hopelessly outmatched foe, Ghost Arks swoop low to disgorge rank upon rank of skeletal Necron Warriors. Other forms of servile construct and maniacal killing machines join the lethal procession, too, adding their firepower to the cosmic wrath, and when the foe inevitably breaks, dynastic soldiery piloting – or fused with – repulsor-driven platforms surge forwards to scythe down any who would attempt to flee.

## DETACHMENT RULE



### RELENTLESS ONSLAUGHT

*The Necrons possess countless terrifying engines of war. When mustered in great number, these instruments of annihilation sweep across the battlefield, seeking to reclaim lost realms and obliterate any foolish enough to trespass upon the territories of their ancient dynasty.*

Each time a **NECRONS** model (excluding **MONSTER** models) from your army makes an attack that targets a unit within range of one or more objective markers, add 1 to the Hit roll. In addition, ranged weapons equipped by **NECRONS VEHICLE** and **NECRONS MOUNTED** models (excluding **TITANIC** models) from your army have the **[ASSAULT]** ability.



## ENHANCEMENTS



### DREAD MAJESTY (AURA)

*When this noble unleashes the might of their cosmic armoury, their followers are left in no doubt as to the importance of the battle at hand. If they do not strive to live up to the lethal effectiveness of the dynasty's war engines, their Overlord's wrath will be terrible.*

**OVERLORD** or **CATACOMB COMMAND BARGE** model only. While a friendly **NECRONS** unit (excluding **MONSTER** and **TITANIC** units) is within 6" of the bearer, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

### MINIATURISED NEBULOSCOPE

*Feeding vampirically on datastreams from the dynasty's war engines, this device enables its owner to track enemies through multiple dimensions, leaving them no hiding place.*

**NECRONS** model only. Ranged weapons equipped by models in the bearer's unit have the **[IGNORES COVER]** ability.

### DEMANDING LEADER

*This Necron noble is a master of rapid warfare, commanding armoured columns with great precision.*

**NECRONS** model only. In your Command phase, select one friendly **NECRONS VEHICLE** or **NECRONS MOUNTED** unit (excluding **TITANIC** units) within 6" of the bearer. Until the start of your next Command phase, that unit is eligible to shoot in a turn in which it Fell Back.

### CHRONO-IMPEDANCE FIELDS

*When activated, this device wreathes dynastic craft in a time-dilation field that reduces the force of incoming blows and shots.*

**NECRONS** model only. In your Command phase, select one friendly **NECRONS VEHICLE** or **NECRONS MOUNTED** unit (excluding **TITANIC** units) within 6" of the bearer. Until the start of your next Command phase, each time an attack is allocated to a model in that unit, subtract 1 from the Damage characteristic of that attack.



### MERCILESS RECLAMATION

STARSHATTER ARSENAL – BATTLE TACTIC STRATAGEM

*The Necrons are driven to reclaim what is theirs, exterminating all who would impede such efforts without mercy.*



**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **NECRONS** unit (excluding **MONSTER** and **TITANIC** units) from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, if the target of that attack is within range of one or more objective markers, add 1 to the Wound roll.



### UNYIELDING FORMS

STARSHATTER ARSENAL – BATTLE TACTIC STRATAGEM

*Wrought from living metal and further protected by the arcane technologies of Crypteks, the forms of Necron vehicles and steeds are almost impervious to conventional weapons.*



**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **NECRONS VEHICLE** or **NECRONS MOUNTED** unit (excluding **TITANIC** units) from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets a model in your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of that unit, subtract 1 from the Wound roll.



### CHRONOSHIFT

STARSHATTER ARSENAL – STRATEGIC PLOY STRATAGEM

*The time-bending technologies in the nobility's powerful vehicles allow them to traverse the battlefield in stuttering bursts of hypervelocity.*



**WHEN:** Your Movement phase.

**TARGET:** One **NECRONS VEHICLE** or **NECRONS MOUNTED** unit (excluding **TITANIC** units) from your army that has not been selected to move this phase.

**EFFECT:** Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.



### DIMENSIONAL TUNNEL

STARSHATTER ARSENAL – STRATEGIC PLOY STRATAGEM

*Using phase-shifting technology, Necron war engines can slip into alternate dimensions, leaving only ghostly traces as they move through solid matter.*



**WHEN:** Your Movement phase.

**TARGET:** One **NECRONS VEHICLE** or **NECRONS MOUNTED** unit (excluding **TITANIC** units) from your army.

**EFFECT:** Until the end of the phase, models in your unit can move horizontally through models and terrain features.



### ENDLESS SERVITUDE

STARSHATTER ARSENAL – STRATEGIC PLOY STRATAGEM

*Should the unclean thralls of lesser species threaten dynastic territories, the fallen Necron soldiery will rise to repel the interlopers.*



**WHEN:** End of your Fight phase.

**TARGET:** One **NECRONS** unit (excluding **MONSTER** and **TITANIC** units) from your army that is within range of one or more objective markers you control.

**EFFECT:** Your unit's Reanimation Protocols activate.



### REACTIVE REPOSITION

STARSHATTER ARSENAL – STRATEGIC PLOY STRATAGEM

*Subroutines buried deep within the neural networks of Necron soldiers and crews enable them to react instantaneously to targeting locks, repositioning themselves to evade incoming fire or close in upon the foe.*



**WHEN:** Your opponent's Shooting phase, just after an enemy unit has shot.

**TARGET:** One **NECRONS** unit from your army (excluding **MONSTER** and **TITANIC** units) that was the target of one or more of the attacking unit's attacks.

**EFFECT:** Your unit can make a Normal move of up to D6".



# CRYPTEK CONCLAVE

It was during the ongoing war in the Nephilim Anomaly that Szarekh, the Silent King, issued an edict of unprecedented technological freedom. No weapon of science-sorcery was to be off limits in the Necrons' campaign to reclaim galactic dominance. With the Silent King's blessings, ever more conclaves of like-minded Crypteks are now gathering power and influence throughout the Necrons' domains. Some such conclaves have arisen across the region now designated Greater Ultramar, either in answer to the onset of Human invaders or as a defensive measure against the rampage of Ammentar's cursed legion. They see powerful Crypteks compete with one another to fashion the greatest weapons and augment their android phalanxes in the most cunning ways. For those enemies unlucky enough to stand in their way, the conclaves are a byword for terror.

## DETACHMENT RULE



### TECHNOSORCEROUS AUGMENTATIONS

Whether building on one another's shared results or vying to produce the most ingenious adaptations, the Crypteks treat the battlefield as an opportunity to test their latest scientific and technological breakthroughs.

- Ranged weapons equipped by **CRYPTEK** models from your army have the **[ASSAULT]** ability.
- In your Shooting phase, each time a **CRYPTEK** unit from your army is selected to shoot, select one of the following abilities: **[ANTI-INFANTRY 3+]**, **[ANTI-MOUNTED 4+]**, **[ASSAULT]**, **[HEAVY]**, **[IGNORES COVER]**. Until the end of the phase, ranged weapons equipped by models in that unit have that ability.



## ENHANCEMENTS



### QUANTUM ABACUS

*This cloud-like familiar of fractal computational electrons possesses a cogitational intellect that, when fed raw data, produces inspired strategic guidance.*

**NECRONS** model only. Each time you select the bearer's unit as the target of a Stratagem, roll one D6, adding 1 if it is within range of one or more objectives: on a 4+, you gain 1 CP.

### ATOMIC DISINTEGRATORS

*Energy lenses project in a web from a central node borne by the Cryptek, coalescing about Necron weapon systems and focusing their power still further.*

**CRYPTEK** model only. In your Shooting phase, each time the bearer's unit is selected to shoot, when selecting an ability for the Technosorcerous Augmentations Detachment rule, you can also select from the following abilities: **[ANTI-MONSTER 5+]**, **[ANTI-VEHICLE 5+]**.

### GAUNTLET OF COMPRESSION

*Clinging to the bearer's hand like a glove woven from shadow, this strange device folds space-time with a single gesture, momentarily compressing the relative distance between Necron weapons and their targets.*

**NECRONS** model only. Add 6" to the Range characteristic of ranged weapons equipped by models in the bearer's unit.

### GRAVITIC BOLAS

*Projected from the bearer's staff as a secondary energistic emission, these solid-state electroshackles bind and trammel their victims in crackling fetters.*

**CRYPTEK** model only. In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks (excluding **TITANIC** units); until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.



### MOLECULAR TARGETING

CRYPTEK CONCLAVE – BATTLE TACTIC STRATAGEM

*Targeting analysis of the targets' molecular makeup allows all attempts at shielding or obfuscation to be bypassed with contemptuous ease.*

**WHEN:** Your Shooting phase or the Fight phase.



1CP

**TARGET:** One **NECRONS** unit from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack, you can ignore any or all modifiers to the following: that attack's Ballistic Skill or Weapon Skill characteristic; the Hit roll. If your unit has the **CRYPTEK** keyword, you can also ignore any or all modifiers to the Wound roll.



### MICROSCARAB SWARM

CRYPTEK CONCLAVE – WARGEAR STRATAGEM

*This thrumming cloud of minute nanoscarabs whirls around the Necrons, affecting instantaneous repairs.*

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.



1CP

**TARGET:** One **CRYPTEK INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** If your unit has the **NECRON WARRIORS** keyword, until the end of the phase, models in your unit have a 5+ invulnerable save. If your unit has the **IMMORTALS** keyword, until the end of the phase, models in your unit have a 4+ invulnerable save.



### ANIMUS CURSE

CRYPTEK CONCLAVE – WARGEAR STRATAGEM

*A portion of the Cryptek's animus clings to the battlefield just long enough to possess their servants and use them to exact revenge.*

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has shot or fought.



1CP

**TARGET:** One **CRYPTEK** model from your army that was destroyed by one of the attacking unit's attacks. You can use this Stratagem on that model even though it was just destroyed.

**EFFECT:** Until the end of the battle, each time a friendly **NECRONS** model makes an attack that targets the attacking unit, you can re-roll the Hit roll.



### SYNERGISTIC EMPOWERMENT

CRYPTEK CONCLAVE – STRATEGIC PLOY STRATAGEM

*Quantum reservoirs of potent energies held within this Cryptek's warrior jewellery release a fragment of their charge to augment nearby Necron forces.*

**WHEN:** Start of your Shooting phase.



1CP

**TARGET:** One **CRYPTEK** unit from your army.

**EFFECT:** Select one friendly **NECRONS** model (excluding **MONSTERS** and **VEHICLES**) within 12" of a **CRYPTEK** model in your unit. Until the end of the phase, that friendly **NECRONS** model has the **CRYPTEK** keyword.



### UNTAPPED POWER

CRYPTEK CONCLAVE – BATTLE TACTIC STRATAGEM

*Accessing previously undreamed of skeins of cosmic power, the Cryptek unleashes terrible destructive energies onto the battlefield.*

**WHEN:** Your Shooting phase.



1CP

**TARGET:** One **CRYPTEK** unit from your army that has not been selected to shoot this phase.

**EFFECT:** Until the end of the phase, each time your unit is selected to shoot, when selecting an ability for the Techno-sorcerous Augmentations Detachment Rule, you can select one additional ability from those available.



### POTENTIALITY SYPHON

CRYPTEK CONCLAVE – STRATEGIC PLOY STRATAGEM

*Drawing upon the accumulated pre-causal potential energies that coalesce around significant locations, the conclave are able to steal that power and use it to trigger the unrealized probable remanifestation matrices of their own forces.*

**WHEN:** Your opponent's Command phase.



1CP

**TARGET:** One **NECRONS** unit from your army within range of one or more objective markers.

**EFFECT:** Your unit's Reanimation Protocols activate. If it is a **CRYPTEK** unit, it reanimates an additional 1 wound.



# CURSED LEGION

The cursed legion of Nekrosor Ammentar sweeps across the stars like some android plague. They are avatars of death, a fanatical host through whose ranks the Destroyer madness is allowed to spread unchecked. Those gripped by the madness are fanatical in their devotion to the Nekrosor and vigorous in their efforts to forcibly inflict their blessed curse upon the lower ranks in their service. Entire phalanxes of android soldiery surge into battle with a sickly, killing light dancing in their ocular lenses. Even the lowliest Warriors fight with cold ferocity, while the Destroyers kill with nightmarish speed and efficiency born of zeal. With every conflict the ranks of the cursed legion swell with new converts, and the trail of carnage they leave in their wake grows all the bloodier.

## DETACHMENT RULE



### COLD FERVOUR

*The fury of the Destroyers and – by extension – of the cursed legion is not a wild or reckless thing. It is rather a ruthlessly methodical annihilation of the enemy, in which the Destroyers take the lead while ripples of their strange madness roll out to infect nearby Necrons and goad them, too, to greater efforts of tireless murder.*

- Add 2 to the Strength characteristic of weapons equipped by **DESTROYER CULT** models from your army.
- The first time each turn that a **DESTROYER CULT** unit from your army makes attacks that destroy a unit or cause it to become Below Half-strength, after that unit has finished resolving its attacks, until the end of the turn, add 2 to the Strength characteristic of weapons equipped by friendly **NECRONS** models (excluding **DESTROYER CULT**, **MONSTER** and **TITANIC** models).



## ENHANCEMENTS



### DESTROYER ANKH

*Though it resembles a typical ankh, this chest piece fills its host with an insatiable need to exterminate the foe.*

**CATACOMB COMMAND BARGE** or **OVERLORD** model only. The bearer has the **DESTROYER CULT** keyword. Add 2" to the Move characteristic of models in the bearer's unit and add 2 to the Attacks characteristic of melee weapons equipped by the bearer.

### MURDERMIND

*Consumed by the Destroyer madness, this Cryptek's powerful intellect is turned entirely toward killing.*

**CRYPTEK** model only. The bearer has the **DESTROYER CULT** keyword and during the Declare Battle Formations step, the bearer can be attached to a **DESTROYER CULT** unit (excluding **CHARACTER** units). If you do, the bearer's unit cannot contain any models without the **DESTROYER CULT** keyword. Add 3" to the Move characteristic of the bearer.

### MARK OF THE NEKROSOR

*The malevolent madness of Ammentar itself burns in the minds of this warrior and their comrades.*

**DESTROYER CULT** model only. Each time a model in the bearer's unit makes an attack, add 1 to the Hit roll.

### CURSED CIRCLET

*This band of living metal sinks into the bearer's brow and floods their neural cortex with a murderous urge.*

**DESTROYER CULT** model only. Each time an enemy unit is selected to shoot, after that unit has shot, if any models from the bearer's unit were destroyed as a result of those attacks, the bearer's unit can make a Surge move. To do so, roll one D6: the bearer's unit can be moved a number of inches up to the result, but the bearer's unit must finish that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of that enemy unit. A unit cannot make a Surge move while it is Battle-shocked.



### METHODICAL MURDER

CURSED LEGION – BATTLE TACTIC STRATAGEM

*In the grip of the Destroyer madness, these Necrons strike and slay with inhuman speed and efficiency.*

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **NECRONS** unit (excluding **MONSTERS** and **VEHICLES**) from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, weapons equipped by models in your unit have the **[SUSTAINED HITS 1]** ability.



### IMAGE OF DEATH

CURSED LEGION – BATTLE TACTIC STRATAGEM

*Confronted with these android spectres of terminal mortality, even the most courageous enemies find their aim wavering and their limbs shaking.*

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **DESTROYER CULT** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.



### MORTIS PROTOCOLS

CURSED LEGION – STRATEGIC PLOY STRATAGEM

*In the absolute destruction of their enemies, the corrupted Necrons find fresh purpose and a macabre simulacrum of new life.*

**WHEN:** Your Shooting phase or the Fight phase, just after the first time a **DESTROYER CULT** unit from your army destroys an enemy unit this turn.

**TARGET:** One friendly **NECRONS** unit (excluding **MONSTERS** and **VEHICLES**) within 9" of that **DESTROYER CULT** unit.

**EFFECT:** The friendly unit's Reanimation Protocols activate.



### DRIVEN TO BUTCHERY

CURSED LEGION – STRATEGIC PLOY STRATAGEM

*The murderous goad of the Destroyer madness pushes these android killers to seemingly impossible efforts to get to grips with the foe.*

**WHEN:** Your Shooting phase or your Charge phase.

**TARGET:** One **DESTROYER CULT** unit from your army.

**EFFECT:** Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Advanced.

**RESTRICTIONS:** You can only use this Stratagem once per turn.



### SPREADING MADNESS

CURSED LEGION – BATTLE TACTIC STRATAGEM

*It is as though witnessing other Necrons engaged in acts of merciless butchery stokes the Destroyer madness in their fellows.*

**WHEN:** Your Charge phase.

**TARGET:** One **NECRONS** unit (excluding **MONSTERS** and **VEHICLES**) from your army that has not declared a charge this phase.

**EFFECT:** Until the end of the phase, each time your unit declares a charge, if one or more targets of that charge are within Engagement Range of one or more friendly units, add 2 to the Charge roll.



### UNNATURAL AGGRESSION

CURSED LEGION – STRATEGIC PLOY STRATAGEM

*The android soldiery of the cursed legion are maddened with the desire to engage and slay their victims at close quarters.*

**WHEN:** End of your opponent's Charge phase.

**TARGET:** One **NECRONS** unit (excluding **MONSTERS** and **VEHICLES**) from your army that is within 6" of one or more enemy units and would be eligible to declare a charge against one or more of those enemy units if it were your Charge phase.

**EFFECT:** Your unit now declares a charge that only targets one or more of those enemy units, and you resolve that charge. Note that even if this charge is successful, your unit does not receive any Charge bonus this turn.





# PANTHEON OF WOE

To unleash such a power is a strategy of last resort for most Necrons, for it sees multiple C'tan shards released from tesseract oubliettes and hurled into the heart of the foe. Though the Necrons employ powerful mechanisms to control the shattered remains of the star gods, still it is a risk deploying even one such fettered abomination amidst the mayhem of war lest it slip its bonds and go on the rampage. Concentrating the power of multiple shards upon a single battlefield, meanwhile, has a warping effect upon reality itself, and requires the efforts of skilled Crypteks using complex necrodermal bindings to prevent the C'tan shards from breaking free. For all this, the sheer cosmic devastation unleashed by several shards on a single battlefield is breathtaking to behold.

## DETACHMENT RULE



### COSMIC DISTORTION

*The quantum dissonance and molecular erosion caused by multiple C'tan shards in close proximity is enough to fray the very physical being of the foe at an atomic level.*

**NECRONS MONSTER** units from your army have the following ability:

**Distortion Fields (Aura):** While an enemy unit is within 6" of this unit, it is unravelling. While an enemy unit is unravelling, each time an attack targets that unit, improve the Armour Penetration characteristic of that attack by 1.

At the start of each phase, for each **NECRONS MONSTER** unit from your army, that unit can suffer 3 mortal wounds. If it does, until the end of the phase, the range of that unit's Distortion Fields Aura ability is increased to 9".

**Designer's Note:** *If your army contains more than one TRANSCENDENT C'TAN unit, each of those units must take the Reletavistic Tether ability.*

## RESTRICTIONS



When mustering your army, each **NECRONS MONSTER** unit from your army has the relevant Necrodermal Binding ability shown on the right, and you must increase the points cost of each of those units by the amount shown in the *Munitorum Field Manual*. If this causes your army to exceed the points limit for the battle you are playing, you cannot include that unit in your army.

## NECRODERMAL BINDING ABILITIES



### SINGULARITY MATRIX

*This eldritch device fetters and directs the Deceiver's powers within a vortex that devours lesser wits entirely.*

**C'TAN SHARD OF THE DECEIVER** model only. This model has the following ability:

**Lord of Deceit (Aura):** Each time your opponent targets a unit from their army with a Stratagem, if that unit is within 12" of this model, increase the cost of that use of that Stratagem by 1CP.

### QUANTUM GOAD

*The energies of this binding latch onto enemy targets and shunt the shard into alignment with them.*

**C'TAN SHARD OF THE NIGHTBRINGER** model only. This model is eligible to declare a charge in a turn in which it Advanced.

### ANIMUS DAMPER

*This device bleeds off the Void Dragon shard's energies and earths them violently through nearby machines.*

**C'TAN SHARD OF THE VOID DRAGON** model only. Once per turn, at the start of your opponent's Shooting phase, select one enemy **VEHICLE** unit visible to the bearer. That unit must take a Leadership test. Until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll and, if that Leadership test was failed, subtract 1 from the Wound roll as well.

### RELETAVISTIC TETHER

*This binding uses atomic resonance magnetism to compel the shard into the midst of the foe.*

**TRANSCENDENT C'TAN** model only. In your turn, each time this model is set up on the battlefield using the Deep Strike or Transdimensional Displacement abilities, it can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units. When doing so, if this model is set up within 9" of one or more enemy units, until the end of the turn, it is not eligible to declare a charge.



1CP

### DISHARMONISATION CASCADE

PANTHEON OF WOE – EPIC DEED STRATAGEM

*Tear one shard suddenly from the complex web of atomic resonances and its severing triggers a violent energetic dissonance blast.*

**WHEN:** Any phase, just after a **NECRONS MONSTER** model from your army is destroyed, before making its Deadly Demise roll.

**TARGET:** That **NECRONS MONSTER** model. You can use this Stratagem on that model even though it was just destroyed.

**EFFECT:** Until the end of the phase, your model's Deadly Demise ability inflicts mortal wounds on a D6 roll of 3+ instead of on a 6.



1CP

### MOLECULAR EROSION

PANTHEON OF WOE – STRATEGIC PLOY STRATAGEM

*Those without the will to hold themselves together start to physically tatter apart in a molecular haze in the presence of so many god shards.*

**WHEN:** Command phase.

**TARGET:** One **NECRONS MONSTER** unit from your army.

**EFFECT:** Select one unravelling enemy unit visible to your unit. That enemy unit must take a Battle-shock test. When doing so, subtract 1 from the result. If that test is failed, that enemy unit suffers D3+1 mortal wounds.

**RESTRICTIONS:** You can only use this Stratagem once per battle round.



1CP

### MASS TRANSMOGRIFICATION

PANTHEON OF WOE – EPIC DEED STRATAGEM

*The power of the C'tan rips the foe's greatest assets apart and forcibly reknits nearby Necron soldiery using the stolen corporeal matter.*

**WHEN:** Your Shooting phase or the Fight phase, just after a **NECRONS MONSTER** unit from your army destroys an enemy unit.

**TARGET:** One friendly **NECRONS** unit (excluding **MONSTERS**) within 6" of that **MONSTER** unit.

**EFFECT:** If that enemy unit was unravelling at the start of the phase, your friendly unit's Reanimation Protocols activate.

**RESTRICTIONS:** You can only use this Stratagem once per turn.



1CP

### ENTROPHASIC AURA TARGETING

PANTHEON OF WOE – BATTLE TACTIC STRATAGEM

*Necrons' android senses can target the foe by reading the exotic radiation signatures wreathed about them by the C'tan shards onslaught.*

**WHEN:** Your Shooting phase or the Fight phase.

**TARGET:** One **NECRONS** unit (excluding **MONSTERS**) from your army that has not been selected to shoot or fight this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit, re-roll a Hit roll of 1. If the target of that attack is unravelling, re-roll a Wound roll of 1 as well.



1CP

### CHRONODISTORTION

PANTHEON OF WOE – BATTLE TACTIC STRATAGEM

*With the battlefield shuddering in and out of sync with time and space, slain Necrons still strike at their enemies through cracks in temporal causality.*

**WHEN:** Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **NECRONS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6, adding 1 if the attacking unit is unravelling: on a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.



1CP

### PHASE MELDING

PANTHEON OF WOE – STRATEGIC PLOY STRATAGEM

*The very stuff of reality flows together at an atomic level, and the foe find to their horror that they are literally – and gruesomely – rooted to the spot.*

**WHEN:** Your opponent's Movement phase, when an unravelling enemy unit is selected to Fall Back.

**TARGET:** One **NECRONS** unit from your army that is within Engagement Range of that enemy unit.

**EFFECT:** When that enemy unit Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

# CANOPTEK MACROCYTES

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



## ☯ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Atomiser beam	12"	1	4+	6	-1	1
Gauss scalpel [LETHAL HITS]	18"	1	4+	4	-1	1
Tesla caster [ASSAULT, SUSTAINED HITS 1]	18"	1	4+	5	0	1

## ⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Claws	Melee	2	4+	4	-1	1

## ABILITIES

CORE: Scouts 8"

FACTION: Reanimation Protocols

**Harassment Swarm (Aura):** While an enemy unit (excluding **MONSTERS** and **VEHICLES**) is within 3" of this unit, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

## WARGEAR ABILITIES

**Accelerator Mandible:** At the start of the Fight phase, select one friendly **CANOPTEK** unit within 3" of the bearer's unit. Until the end of the phase, improve the Weapon Skill characteristic of weapons equipped by models in that unit by 1.

**Nanoscarab Projector:** Once per battle round, when a friendly **NECRONS** unit within 3" of the bearer activates its Reanimation Protocols, the bearer can use this ability. If it does, that unit reanimates 1 additional wound.

KEYWORDS: BEASTS, FLY, CANOPTEK, MACROCYTES



FACTION KEYWORDS:  
NECRONS

# CANOPTEK MACROCYTES

*Swarms of Canoptek Macrocytes descend on those foolish enough to disturb Necron tombs or interfere with their Cryptek masters. Able to both augment the systems of fellow Canoptek constructs while also harassing and mauling enemy forces, these swift-skimming insectile horrors are far more dangerous than they seem at first glance.*



## WARGEAR OPTIONS

- All models in this unit can each have their gauss scalpel replaced with 1 tesla caster.
- 1 model's gauss scalpel or tesla caster can be replaced with 1 atomiser beam and 1 nanoscarab projector.
- 1 model's gauss scalpel or tesla caster can be replaced with 1 accelerator mandible.

## UNIT COMPOSITION

- 5 Canoptek Macrocytes

Every model is equipped with: gauss scalpel; claws.

KEYWORDS: BEASTS, FLY, CANOPTEK, MACROCYTES



FACTION KEYWORDS:  
NECRONS

# CANOPTEK TOMB CRAWLERS

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



## ☯ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Transdimensional isolator	12"	2	4+	4	-2	2
Twin gauss reaper [LETHAL HITS, TWIN-LINKED]	12"	2	4+	4	-1	1

## ⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Claws	Melee	4	4+	6	-1	1

## ABILITIES

FACTION: **Reanimation Protocols**

**Weapon Sentinels:** Each time a model in this unit makes a ranged attack that targets a unit within 12", you can ignore any or all modifiers to the following: that attack's Ballistic Skill characteristic; the Hit roll; the Wound roll.

## CANOPTEK RETINUE

At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a **CRYPTEK** model (a unit cannot have more than one **TOMB CRAWLERS** unit joined to it and cannot have both a **TOMB CRAWLERS** and a **CRYPTOTHRALLS** unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.

KEYWORDS: **BEASTS, CANOPTEK, TOMB CRAWLERS**



FACTION KEYWORDS:  
**NECRONS**

# CANOPTEK TOMB CRAWLERS

Lumbering weapon platforms and loyal bodyguards, Canoptek Tomb Crawlers are usually seen fighting alongside their Cryptek masters. They select and eliminate their targets with dogged persistence, their aim unwavering as they blast their victims to blackened ruin or pitch them screaming into dimensional oubliettes from which there is no escape.



## WARGEAR OPTIONS

- 1 model's twin gauss reaper can be replaced with 1 transdimensional isolator.

## UNIT COMPOSITION

- 2 Canoptek Tomb Crawlers
- Every model is equipped with: twin gauss reaper; claws.

KEYWORDS: BEASTS, CANOPTEK, TOMB CRAWLERS



FACTION KEYWORDS:  
NECRONS

# GEOMANCER

M

8"

T

4

SV

4+

W

4

LD

6+

OC

1



## RANGED WEAPONS

### RANGE

### A

### BS

### S

### AP

### D

 Tremorglaive – reverberating beam [DELTA 2]	18"	2	4+	8	-2	2
 Tremorglaive – shock wave pulse [IGNORES COVER, TORRENT]	18"	D6+2	N/A	4	0	1



## MELEE WEAPONS

### RANGE

### A

### WS

### S

### AP

### D

Tremorglaive	Melee	2	4+	8	-2	2
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 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, CHARACTER, CRYPTEK, GEOMANCER

## ABILITIES

CORE: Leader

FACTION: Reanimation Protocols

**Tectonic Reverberations:** In your Movement phase, you can select one enemy unit within 18" of and visible to this model. Until the start of your next Movement phase that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for it.

**Obelisk Node Control:** While this model is within range of an objective marker you control, enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.



FACTION KEYWORDS:  
NECRONS

# GEOMANCER

When Necron Crypteks turn their studies toward geomancy, they become masters of the battlefield. With their tremorglaives, they agitate their enemies' molecules with explosive results. At the same time, their more esoteric arcana allow them to render the landscape temporarily insubstantial or dominate energistic leylines with summoned obelisk nodes.



## LEADER

This model can be attached to the following units: **CANOPTEK MACROCYTES**, **IMMORTALS**, **NECRON WARRIORS**.

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

## VANGUARD PROTOCOLS

If this model is attached to a **CANOPTEK MACROCYTES** unit during the Declare Battle Formations step, this model has the Scouts 8" ability.

## UNIT COMPOSITION

- 1 Geomancer

This model is equipped with: tremorglaive.

KEYWORDS: INFANTRY, CHARACTER, CRYPTEK, GEOMANCER



FACTION KEYWORDS:  
**NECRONS**

# C'TAN SHARD OF THE NIGHTBRINGER

M	T	SV	W	LD	OC
10"	11	3+	16	6+	4

4+

INVULNERABLE SAVE



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Gaze of death	18"	D3	2+	12	-3	D6+3

## MELEE WEAPONS

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

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

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

## ABILITIES

CORE: **Deadly Demise D6, Deep Strike, Feel No Pain 5+**

FACTION: **Reanimation Protocols**

**Drain Life:** At the end of the Fight phase, roll one D6 for each enemy unit within 6" of this model: on a 4+, that enemy unit suffers D3 mortal wounds.

**Necrodermis:** Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.



FACTION KEYWORDS:  
NECRONS

# C'TAN SHARD OF THE NIGHTBRINGER

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



## ENSLAVED STAR GOD

This model cannot be your **WARLORD**.

## UNIT COMPOSITION

- 1 C'tan Shard of the Nightbringer – EPIC HERO

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

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



**FACTION KEYWORDS:**  
NECRONS

# C'TAN SHARD OF THE VOID DRAGON

M	T	SV	W	LD	OC
10"	11	3+	16	6+	4

4+

INVULNERABLE SAVE



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Spear of the Void Dragon [ANTI-VEHICLE 2+]	12"	D3	2+	8	-3	D6+2
Voltaic storm [BLAST, SUSTAINED HITS 2]	18"	D6+3	2+	7	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
 Spear of the Void Dragon – strike [ANTI-VEHICLE 2+]	Melee	5	2+	12	-4	D6+2
 Spear of the Void Dragon – sweep	Melee	10	2+	8	-1	2
Canoptek tail blades [EXTRA ATTACKS]	Melee	6	2+	6	-1	1

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

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

## ABILITIES

CORE: **Deadly Demise D6, Deep Strike, Feel No Pain 5+**

FACTION: **Reanimation Protocols**

**Matter Absorption:** At the start of your Shooting phase, select one enemy **VEHICLE** unit within 12" of this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and this model regains up to that many lost wounds.

**Necrodermis:** Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.



FACTION KEYWORDS:  
**NECRONS**

# C'TAN SHARD OF THE VOID DRAGON

*Shards of the Void Dragon fill the air around them with a searing scream of distorted static. With a gesture they can unmake the war engines of lesser beings, 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.*



## ENSLAVED STAR GOD

This model cannot be your **WARLORD**.

## UNIT COMPOSITION

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

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

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



**FACTION KEYWORDS:**  
**NECRONS**

# C'TAN SHARD OF THE DECEIVER

M

8"

T

11

SV

3+

W

16

LD

6+

OC

4

4+

INVULNERABLE SAVE



## ⦿ RANGED WEAPONS

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

## ABILITIES

**CORE:** Deadly Demise D6, Deep Strike, Feel No Pain 5+, Stealth

## ⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Golden fists	Melee	8	2+	10	-3	3

**FACTION:** Reanimation Protocols

**Grand Illusion:** If your army includes this model, after both players have deployed their armies, select up to three **NECRONS** units from your army and redeploy them. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

**Necrodermis:** Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

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



FACTION KEYWORDS:  
**NECRONS**

## C'TAN SHARD OF THE DECEIVER

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



### ENSLAVED STAR GOD:

This model cannot be your **WARLORD**.

### UNIT COMPOSITION

1 C'tan Shard of the Deceiver – **EPIC HERO**

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

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



**FACTION KEYWORDS:**  
**NECRONS**

# TRANSCENDENT C'TAN

M

8"

T

11

SV

3+

W

16

LD

6+

OC

4

4+

INVULNERABLE SAVE



## RANGED WEAPONS

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

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Crackling tendrils [SUSTAINED HITS 1]	Melee	8	2+	10	-3	D6

## ABILITIES

**CORE:** Deadly Demise D6, Deep Strike, Feel No Pain 5+

**FACTION:** Reanimation Protocols

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

**Necrodermis:** Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

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



FACTION KEYWORDS:  
NECRONS

# TRANSCENDENT C'TAN

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



## ENSLAVED STAR GOD

This model cannot be your **WARLORD**.

## C'TAN SHARD

This model cannot be given Enhancements.

## UNIT COMPOSITION

1 Transcendent C'tan

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

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



FACTION KEYWORDS:  
**NECRONS**

# NEKROSOR AMMENTAR

M	T	SV	W	LD	OC
10"	8	3+	9	6+	3

4+

INVULNERABLE SAVE



## ⚔ RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Enmitic disintegrators [IGNORES COVER, PISTOL, SUSTAINED HITS 2]	18"	4	2+	6	-2	1

## ⚔ MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Blade tail and whip coils [EXTRA ATTACKS]	Melee	6	2+	6	-1	1
Unmaker Gauntlet	Melee	6	2+	10	-3	3

## WARGEAR ABILITIES

**Nullstone Field Generator (Aura):** While a friendly **NECRONS** unit is within 6" of the bearer, models in that unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks.

## ABILITIES

**CORE:** Deep Strike, Fights First

**FACTION:** Reanimation Protocols

**Protective Disciples:** While this model is within 3" of one or more other friendly **DESTROYER CULT** units, this model has the Lone Operative ability.

**Infectious Murder-madness (Aura):** While a friendly **NECRONS** unit (excluding **MONSTER** and **TITANIC** units) is within 6" of this model, each time a model in that unit makes an attack, if that model has the **DESTROYER CULT** keyword or that enemy unit is the closest eligible target, that attack has the [SUSTAINED HITS 1] ability.

**Prophet of Destruction:** Each time this model destroys an enemy unit, select one other friendly **DESTROYER CULT** unit within 9" of it. Until the end of the phase, each time a model in that unit makes an attack, re-roll a Wound roll of 1.

**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, DESTROYER CULT, NEKROSOR AMMENTAR



**FACTION KEYWORDS:** NECRONS

# NEKROSOR AMMENTAR

*Death made manifest, Nekrosor Ammentar is a figure of horror even to other Necrons. Destroyer madness radiates from the Nekrosor like religious fervour, driving its legions to murderous ferocity. Yet none kill with the sheer relentless fury of the Nekrosor, whose Unmaker Gauntlet and enmitic disintegrators leave ruin in the monster's wake.*



## UNIT COMPOSITION

- 1 Nekrosor Ammentar – EPIC HERO

**This model is equipped with:** enmitic disintegrators; Unmaker Gauntlet; blade tail and whip coils; nullstone field generator.

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**KEYWORDS:** INFANTRY, CHARACTER, EPIC HERO, DESTROYER CULT,  
NEKROSOR AMMENTAR



**FACTION KEYWORDS:**  
NECRONS



# NECRONS

## UPDATES & ERRATA

### Page 79 – Canoptek Court, Cynosure of Eradication Stratagem

Change the Effect to read:

‘Until the end of the phase, weapons equipped by **CRYPTEK** or **CANOPTEK** models in your unit have the **[DEVASTATING WOUNDS]** ability.’

### Page 80 – Obeisance Phalanx, Worthy Foes Detachment rule

Change to:

‘In your Command phase, select one enemy unit. Until the start of your next Command phase, each time a **NOBLE**, **LYCHGUARD** or **TRIARCH** unit from your army makes an attack that targets that unit, add 1 to the Wound roll.’

### Page 81 – Obeisance Phalanx, Territorial Obsession Stratagem

Change the Target to read:

‘One **LYCHGUARD** or **TRIARCH** unit from your army.’

### Page 88 – The Silent King, Keywords

Change to read:

– ALL MODELS: **VEHICLE**, **EPIC HERO**, **TRIARCH**  
– SZAREKH MODEL: **CHARACTER**, **THE SILENT KING**’

### Page 99 – Plasmancer, Abilities, Living Lightning

Change to:

‘**Living Lightning**: In your Shooting phase, select one enemy unit within 18" of and visible to this model **[excluding units with the Lone Operative ability that are not part of an Attached unit and are not within 12" of this model]** and roll four D6: for each 4+, that enemy unit suffers 1 mortal wound.’

### Page 115 – Night Scythe, Abilities, Core

Add ‘Deep Strike’.

## FAQS

**Q:** Can a unit be affected by a Resurrection Orb (e.g. from a Catacomb Command Barge and an Overlord) more than once per turn?

**A:** No.

**Q:** Can a Cryptothrall that has used its Systematic Vigour ability to ‘fight on death’ later fight again if returned to its unit before that unit is selected to fight?

**A:** Yes.

**Q:** When using the Protocol of the Undying Legions Stratagem, are any other rules that are applicable to Reanimation Protocols applied (e.g. Necron Warriors’ Their Number is Legion ability)?

**A:** Yes.

**Q:** If I am using the Canoptek Court Detachment, if there are no objective markers within No Man’s Land or within my opponent’s deployment zone, can those areas be within my army’s Power Matrix?

**A:** No.

**Q:** Can I use the Cosmic Precision Stratagem to set up a unit anywhere on the battlefield instead of only wholly within 6" of a battlefield edge, even if it doesn’t have the Deep Strike ability?

**A:** Yes.

**Q:** When being set up using the Cosmic Precision Stratagem, does a model that is large (e.g. a Tesseract Vault) have to follow the rules for large models in the Deploying Units section of the Rules Commentary?

**A:** No.

**Q:** When using the Protocol of the Conquering Tyrant Stratagem or Lokhust Destroyers’ Hard-wired for Destruction ability, to be eligible to re-roll the Hit roll, does the unit also need to be eligible to re-roll a Hit roll of 1?

**A:** Yes [see ‘Rules with Multiple Conditions and Effects’ in the Rules Commentary].

**Q:** When I set up a unit using the Monolith’s Eternity Gate ability, do I have to set that unit up wholly within 6" of one battlefield edge?

**A:** No.

**Q:** When I set up a unit using the Monolith’s Eternity Gate ability, and that unit is not wholly within 6" of one battlefield edge, is that unit eligible to shoot in my Shooting phase?

**A:** Yes.

**Q:** Does the Canoptek Court Autodivinator Enhancement trigger when army rule effects such as Code Chivalric (Imperial Knights) award a player CP, or when an opponent discards a Secondary Mission card for 1CP?

**A:** No in both cases. It only triggers when your opponent gains CP as the result of an ability (not any other kind of rule).

**Q:** *If a unit is removed from the battlefield using the Hypercrypt Legion Hyperphasing Detachment rule and it has the Deep Strike ability, can that unit arrive from Reserves in the first battle round?*

**A:** Yes, provided you are going second.

**Q:** *If I target a Canoptek Wraiths unit with the Canoptek Court Reactive Subroutines Stratagem, can this trigger that unit's Wraith Form ability?*

**A:** Yes.

**Q:** *Do rules that activate Reanimation Protocols (e.g. the Protocol of the Undying Legions Stratagem) only apply to a Bodyguard unit whose attached Leader unit is on the battlefield if one or more models from that Bodyguard unit are also still on the battlefield?*

**A:** Yes.

**Q:** *Can I use the Monolith's Eternity Gate ability in the first battle round to reposition a unit that is on the battlefield?*

**A:** Yes, provided the mission rules you are using do not state otherwise. If you are using the Leviathan or Pariah Nexus mission packs, for example, the answer is no.

**Q:** *Can I use the Monolith's Eternity Gate ability in the first battle round to set up a unit that I removed from the battlefield and placed into Strategic Reserves using the Hyperphasing Detachment rule?*

**A:** Yes, including if you are using the Leviathan or Pariah Nexus mission packs, for example.

# SERAPTEK HEAVY CONSTRUCT

M T SV W LD OC  
10" 12 3+ 24 7+ 10  
5+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Singularity generator [BLAST, DEVASTATING WOUNDS]	36"	2D6	3+	10	-3	4
Synaptic obliterator [SUSTAINED HITS 2]	48"	8	3+	5	-1	2
Transdimensional projector	48"	2	3+	24	-4	D6+4

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Titanic forelimbs – strike	Melee	6	3+	14	-3	5
 Titanic forelimbs – sweep	Melee	12	3+	8	-1	2

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

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, SERAPTEK HEAVY CONSTRUCT

## ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Reanimation Protocols**

**Terrifying Monstrosity:** At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

**Titanic Walker:** Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

## DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:  
**NECRONS**

# SERAPTEK HEAVY CONSTRUCT

*The Seraptek Heavy Construct wields energies that can disintegrate organic and mechanical matter. Despite its bulk, the Seraptek is an agile machine, exerting dominance over nearby Canoptek-class constructs. What purpose this colossus was originally intended for is unknown, but as a weapon of war it is truly devastating.*

## WARGEAR OPTIONS

- This model's 2 singularity generators can be replaced with 2 synaptic obliterated and 2 transdimensional projectors.

## UNIT COMPOSITION

- 1 Seraptek Heavy Construct

**This model is equipped with:** 2 singularity generators; titanic forelimbs.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, SERAPTEK HEAVY CONSTRUCT



FACTION KEYWORDS:  
NECRONS

# GAUSS PYLON

WARHAMMER LEGENDS

M T SV W LD OC

- 12 3+ 22 7+ 0

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss annihilator [ANTI-FLY 2+, LETHAL HITS]	120"	1	4+	16	-4	D6+6
Tesla arc [SUSTAINED HITS 2]	6"	6	4+	4	0	1

## FORTIFICATION

While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

## ABILITIES

**CORE:** Deadly Demise D6+2

**FACTION:** Reanimation Protocols

**Phase Shift Generator (Aura):** While a friendly **NECRONS** unit is within 3" of this **FORTIFICATION**, models in that unit have a 5+ invulnerable save against ranged attacks.

**Phase-shifted Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

## DAMAGED: 1-7 WOUNDS REMAINING

While this model has 1-7 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: FORTIFICATION, VEHICLE, TOWERING, TITANIC, GAUSS PYLON



FACTION KEYWORDS:  
NECRONS

## WARGEAR OPTIONS

- None
- 

## UNIT COMPOSITION

- 1 Gauss Pylon

This model is equipped with: gauss annihilator; tesla arc.

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KEYWORDS: FORTIFICATION, VEHICLE, TOWERING, TITANIC, GAUSS PYLON



FACTION KEYWORDS:  
NECRONS

# SENTRY PYLON

# WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	8	3+	10	7+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Focused death ray [SUSTAINED HITS 2]	36"	6	4+	8	-2	2
Gauss exterminator [LETHAL HITS]	48"	1	4+	14	-3	6
Heat cannon [MELTA 4]	36"	2	4+	9	-4	D6

## FORTIFICATION

While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

## ABILITIES

**CORE:** Deadly Demise D3

**FACTION:** Reanimation Protocols

**Teleportation Matrix:** Once per battle, at the end of your opponent's turn, if this **FORTIFICATION** is not within Engagement Range of one or more enemy units, you can remove it from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models. If the battle ends and this **FORTIFICATION** is not on the battlefield, it is destroyed.

**Phase-shifted Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

**KEYWORDS:** FORTIFICATION, VEHICLE, SENTRY PYLON



**FACTION KEYWORDS:**  
NECRONS

## WARGEAR OPTIONS

- This model's gauss exterminator can be replaced with one of the following:
    - 1 focused death ray
    - 1 heat cannon
- 

## UNIT COMPOSITION

- 1 Sentry Pylon

This model is equipped with: gauss exterminator.

---

KEYWORDS: FORTIFICATION, VEHICLE, SENTRY PYLON



FACTION KEYWORDS:  
NECRONS

# NIGHT SHROUD

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	9	3+	14	7+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	36"	6	3+	8	0	2

  

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

## ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

**Death Sphere Bombardment:** Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

## DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, NIGHT SHROUD**



FACTION KEYWORDS:  
**NECRONS**

## WARGEAR OPTIONS

- None
- 

## UNIT COMPOSITION

- 1 Night Shroud

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

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KEYWORDS: VEHICLE, AIRCRAFT, FLY, NIGHT SHROUD



FACTION KEYWORDS:  
**NECRONS**

# TOMB CITADEL WALLS

WARHAMMER LEGENDS

M T SV W LD OC

- 13 2+ 50 7+ 0

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss exterminator [LETHAL HITS]	48"	1	4+	14	-3	6
Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	36"	6	3+	8	0	2

## FORTIFICATION

While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

## ABILITIES

CORE: **Deadly Demise 3D6**

FACTION: **Reanimation Protocols**

**Ziggurat Dock:** One friendly **MONOLITH**, **OBELISK**, **TESSERACT VAULT** or **SENTRY PYLON** model can start the battle on top of this **FORTIFICATION**'s ziggurat platform. While such a model is on this platform, that model's ranged weapons have the **[HEAVY]** ability. Any friendly model can be set up or end any type of move on the ramps or platform sections of this **FORTIFICATION**.

**Phased Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

## DAMAGED: 1-15 WOUNDS REMAINING

While this model has 1-15 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TOMB CITADEL



FACTION KEYWORDS:  
NECRONS

## WARGEAR OPTIONS

- This unit can be equipped with one of the following:
    - 1 gauss exterminator and 1 twin tesla destructor
    - 2 gauss exterminators
    - 2 twin tesla destructors
- 

## UNIT COMPOSITION

- 1 Tomb Citadel

This unit is equipped with: nothing.

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KEYWORDS: FORTIFICATION, TITANIC, VEHICLE, TOMB CITADEL



FACTION KEYWORDS:  
NECRONS

# ANRAKYR THE TRAVELLER

WARHAMMER LEGENDS

M T SV W LD OC

5" 5 2+ 6 6+ 1

4+ INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tachyon arrow [ONE SHOT]	72"	1	2+	16	-5	D6+2
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Warscythe [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2

## ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

**Lord of the Pyrrhian Eternals:** While this model is leading a unit, each time a model in that unit makes an attack, add 1 to the Wound roll.

**Mind in the Machine:** At the start of your opponent's Shooting phase, select one enemy **VEHICLE** unit within 12" of and visible to this model. That unit must take a Leadership test. If that test is passed, until the end of the phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll; if that test is failed, that unit is not eligible to shoot this phase.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, NOBLE, ANRAKYR THE TRAVELLER



FACTION KEYWORDS:  
**NECRONS**

# ANRAKYR THE TRAVELLER

## WARHAMMER LEGENDS

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

### WARGEAR OPTIONS

- None

### UNIT COMPOSITION

- 1 Anrakyр the Traveller – EPIC HERO

This model is equipped with: tachyon arrow; warscythe.

### LEADER

This model can be attached to the following unit:

- IMMORTALS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, NOBLE, ANRAKYR THE TRAVELLER



FACTION KEYWORDS:  
NECRONS

# VARGARD OBYRON

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

5"

5

2+

5

6+

1



## MELEE WEAPONS

## RANGE

A

WS

S

AP

D

Warscythe [DEVASTATING WOUNDS, PRECISION]

Melee

4

2+

8

-3

2

## ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

**Ghostwalk Mantle:** While this model is leading a unit, models in that unit have the Fights First ability.

**The Vargard's Duty:** While this model is in the same unit as **NEMESOR ZAHNDREKH, CHARACTER** models in that unit have the Feel No Pain 4+ ability.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, VARGARD OBYRON



FACTION KEYWORDS:  
**NECRONS**

# VARGARD OBYRON

## WARHAMMER LEGENDS

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

### WARGEAR OPTIONS

- None

### UNIT COMPOSITION

- 1 Vargard Obyron – EPIC HERO

This model is equipped with: warscythe.

### LEADER

This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

*This model can be attached to a unit even if NEMESOR ZAHNDREKH has already been attached to it. If it is, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, VARGARD OBYRON



FACTION KEYWORDS:  
NECRONS

# NEMESOR ZAHNDREKH

WARHAMMER LEGENDS

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

4+ INVULNERABLE SAVE

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

## ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

**Transient Madness:** While this model is leading a unit, at the start of your Command phase, roll one D6: until the start of your next Command phase, weapons equipped by models in that unit gain the ability below that corresponds with that roll:

- 1-2: **[SUSTAINED HITS 1]**
- 3-4: **[LETHAL HITS]**
- 5-6: **[DEVASTATING WOUNDS]**

**Counter-tactics:** Once per battle, after your opponent uses a Stratagem, if this model is on the battlefield, it can use this ability. If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, NOBLE, NEMESOR ZAHNDREKH



FACTION KEYWORDS:  
**NECRONS**

# NEMESOR ZAHNDREKH

## WARHAMMER LEGENDS

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

### WARGEAR OPTIONS

- None

### UNIT COMPOSITION

- 1 Nemesor Zahndrekh – EPIC HERO

This model is equipped with: staff of light.

### LEADER

This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, NOBLE, NEMESOR ZAHNDREKH



FACTION KEYWORDS:  
NECRONS

# LORD

# WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Staff of light	18"	3	3+	5	-2	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of light	Melee	3	3+	5	-2	1
Lord's blade [DEVASTATING WOUNDS]	Melee	3	3+	8	-3	2

## ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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

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

## WARGEAR ABILITIES

**Resurrection Orb:** Once per battle, while the bearer is leading a unit, at the end of any phase, it can resurrect that unit if it is on the battlefield. When you do, that unit's Reanimation Protocols are activated, reanimating D6 wounds rather than D3 when doing so. You cannot resurrect more than one unit per turn.

KEYWORDS: INFANTRY, CHARACTER, NOBLE, LORD



FACTION KEYWORDS:  
**NECRONS**

# LORD

# WARHAMMER LEGENDS

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

## WARGEAR OPTIONS

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

## UNIT COMPOSITION

- 1 Lord

This model is equipped with: staff of light.

## LEADER

This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS

KEYWORDS: INFANTRY, CHARACTER, NOBLE, LORD



FACTION KEYWORDS:  
NECRONS

# CANOPTEK TOMB STALKER

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	9	3+	9	8+	3

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss slicers [LETHAL HITS]	24"	8	4+	5	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tomb Stalker claws [SUSTAINED HITS 1]	Melee	6	4+	6	-1	2

## ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

**Snaking Ambush:** You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

## WARGEAR ABILITIES

**Gloom Prism (Aura):** While a friendly **NECRONS** unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

KEYWORDS: MONSTER, CANOPTEK, TOMB STALKER



FACTION KEYWORDS:  
**NECRONS**

# CANOPTEK TOMB STALKER

WARHAMMER LEGENDS

*Armed with gauss weaponry and rows of razor-sharp legs, Tomb Stalkers are unliving machines built to protect the sepulchres of Necron lords. Its arcane senses can detect life through hundreds of metres of solid rock, and once its prey has been detected, it closes in for the kill, using a form of phase field to part matter like water.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Canoptek Tomb Stalker

**This model is equipped with:** gauss slicers; Tomb Stalker claws; gloom prism.

KEYWORDS: MONSTER, CANOPTEK, TOMB STALKER



FACTION KEYWORDS:  
NECRONS

# CANOPTEK TOMB SENTINEL

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	9	3+	9	8+	3

4+

INVULNERABLE SAVE

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Exile cannon [BLAST]	18"	D6+1	4+	10	-2	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Tomb Sentinel claws	Melee	6	4+	6	0	1

## ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

**Aggressor Guardian:** Each time an attack targets this model, if this model is within range of an objective marker, worsen the Armour Penetration characteristic of that attack by 1. In addition, each time this model makes an attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.

## WARGEAR ABILITIES

**Gloom Prism (Aura):** While a friendly **NECRONS** unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

KEYWORDS: MONSTER, CANOPTEK, TOMB SENTINEL



FACTION KEYWORDS:  
**NECRONS**

# CANOPTEK TOMB SENTINEL

WARHAMMER LEGENDS

*Both guardian and aggressor, the Tomb Sentinel is a heavily modified variant of the Tomb Stalker, which forgoes that device's close-combat ability in favour of an exile cannon. This ancient weapon casts its target into other dimensional realms beyond the material universe, removing trespassers and upstarts as though they never existed.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Canoptek Tomb Sentinel

**This model is equipped with:** exile cannon; Tomb Sentinel claws; gloom prism.

KEYWORDS: MONSTER, CANOPTEK, TOMB SENTINEL



FACTION KEYWORDS:  
NECRONS

# CANOPTEK ACANTHRITES

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
12"	5	3+	2	8+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cutting beam [MELTA 2]	12"	1	4+	9	-4	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Voidblade	Melee	3	4+	5	-2	1

## ABILITIES

CORE: **Infiltrators**

FACTION: **Reanimation Protocols**

**Damaged Armour:** In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly **NECRONS** model makes an attack that targets that unit, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

KEYWORDS: **BEASTS, FLY, CANOPTEK, ACANTHRITES**



FACTION KEYWORDS:  
**NECRONS**

# CANOPTEK ACANTHRITES

# WARHAMMER LEGENDS

*Canoptek Acanthrites are created for a single purpose: the destruction of those who have dared to claim the ancient empire of the Necrontyr. Acanthrites' articulated bodies are armed with hyper-phased voidblades and high-powered thermal cutting beams, enabling them to carve through and disassemble solid matter as though it were not there.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 3-6 Canoptek Acanthrites

Every model is equipped with: cutting beam; voidblade.

KEYWORDS: BEASTS, FLY, CANOYTEK, ACANTHRITES



FACTION KEYWORDS:  
NECRONS

# TESSERACT ARK

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
9"	9	3+	10	6+	3

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss cannon [LETHAL HITS]	24"	3	3+	5	-2	2
Particle beamer [BLAST, DEVASTATING WOUNDS]	18"	D6	3+	6	0	1
Tesla cannon [SUSTAINED HITS 2]	24"	4	3+	6	0	1
 Tesseract singularity chamber – particle hurricane [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	2
 Tesseract singularity chamber – seismic lash [BLAST]	36"	D3	3+	9	-3	D6+1

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

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

KEYWORDS: VEHICLE, FLY, TESSERACT ARK

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Reanimation Protocols**

**Gravitational Field:** Each time an enemy unit selects this model as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other reductions to that Charge roll).



FACTION KEYWORDS:  
**NECRONS**

# TESSERACT ARK

## WARHAMMER LEGENDS

*Tesseract Arks are rare war machines of immense power, containing a singularity chamber that holds in stasis a fragment of a dying star. Siphoning off this cosmic energy, the Tesseract Ark can unleash terrible destruction, blasting foes with solar fire or excoriating particle winds, all while shielding itself within a field of gravitational distortion.*

### WARGEAR OPTIONS

- This model's 2 tesla cannons can be replaced with one of the following:
  - 2 gauss cannons
  - 2 particle beamers

### UNIT COMPOSITION

- 1 Tesseract Ark

**This model is equipped with:** tesseract singularity chamber; 2 tesla cannons; armoured bulk.

KEYWORDS: **VEHICLE, FLY, TESSERACT ARK**



FACTION KEYWORDS:  
**NECRONS**