



NECRONS

FACTION PACK: VERSION 1.1

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?

- Datasheets for Canoptek Macrocytes, Canoptek Tomb Crawlers and Geomancer.

CONTENTS

Detachments	2
Starshatter Arsenal.....	2
Datasheets	4
Canoptek Macrocytes	4
Canoptek Tomb Crawlers	6
Geomancer.....	8
FAQs and Errata	0
Imperial Armour Datasheets	12
Legends Datasheets	14



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 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 **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 **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 **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 **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".



CANOPTÉK MACROCYTES

M

8"

T

3

SV

4+

W

1

LD

8+

OC

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 **CANOPTÉK** 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, CANOPTÉK, 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

CANOPTK 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.

CANOPTK 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, CANOPTK, 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 [MELTA 2]

18"

2

4+

8

-2

2



Tremorglaive – shock wave pulse

18"

D6+2

N/A

4

0

1

[IGNORES COVER, TORRENT]



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Tremorglaive

Melee

2

4+

8

-2

2



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: **CANOPTER 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 **CANOPTER 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



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 **CANOPTK** 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.

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+" data-bbox="26 118 86 178">	9 data-bbox="96 118 141 178">	3+ data-bbox="151 118 196 178">	14 data-bbox="206 118 251 178" data-kind="parent" data-rs="2"> 	7+ data-bbox="261 118 306 178">	0 data-bbox="316 118 362 178">

 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

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 5" T 5 SV 2+ W 6 LD 6+ OC 1
 4+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tachyon arrow [ONE SHOT]	72"	1	2+	16	-5	D6+2
One Shot: 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

Anrakyrr 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 Anrakyrr 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

5"

T

5

SV

2+

W

5

LD

6+

OC

1



MELEE WEAPONS

Warscythe [DEVASTATING WOUNDS, PRECISION]

RANGE

Melee

A

4

WS

2+

S

8

AP

-3

D

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 Zahndrek'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 Zahndrek 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 T SV W LD OC

5" 5 2+ 6 7+ 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

5"

T

5

SV

3+

W

4

LD

6+

OC

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 reserrect 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

CANOPTÉK 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, CANOPTÉK, TOMB STALKER



FACTION KEYWORDS:
NECRONS

CANOPTÉK 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, CANOPTÉK, TOMB STALKER



FACTION KEYWORDS:
NECRONS

CANOPTÉK 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, CANOPTÉK, TOMB SENTINEL



FACTION KEYWORDS:
NECRONS

CANOPTÉK 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, CANOPTÉK, TOMB SENTINEL



FACTION KEYWORDS:
NECRONS

CANOPTÉK 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, CANOPTÉK, ACANTHRITES**



FACTION KEYWORDS:
NECRONS

CANOPTÉK 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, CANOPTÉK, 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