



NECRONS

FACTION PACK: VERSION 1.2

Legal for matched play from 26th August 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- **Changes to Rules Updates.**
- **Cursed Legion Detachment, Unnatural Aggression Stratagem, Effect Section**
Change to:
'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.**'
- **FRAME** removed from the following Legends datasheets:
Night Shroud.

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UNIQUE: DYNASTY

HAND OF THE DYNASTY

PHALANXES OF NECRON SOLDIERY RECLAIM THE BATTLEFIELD FOR THEIR DYNASTY



DETACHMENT RULES

HYPERMOTILITY PROTOCOLS

Command protocols and neural impulses flood the mechanical bodies of these android warriors, lending them greater speed of thought and movement.

- Friendly **IMMORTALS/NECRON WARRIORS** units' ranged attacks have **[ASSAULT]**.
- When a friendly **IMMORTALS/NECRON WARRIORS** unit is selected to make an **advance move**, that move does not prevent that unit from being **eligible to start an action**.

This **detachment** has the **DYNASTY** tag and cannot be taken with another **DYNASTY detachment**.

ENHANCEMENTS

ENLIVENED SENTINELS **UPGRADE**

Goaded into battle by overriding imperatives, these Warriors march relentlessly out to enact the will of their masters.

NECRON WARRIORS unit only. This unit has **Scouts 5"**.

TOOLS OF DOMINION **UPGRADE**

Nobles are not above expending additional resources to improve the armaments of their more valuable soldiery.

IMMORTALS unit only. This unit's ranged attacks have **[RAPID FIRE 1]**.

DOMINANCE PROTOCOLS

1CP

HAND OF THE DYNASTY STRATAGEM

Simple and inescapable directives compel these Immortals to seize strategically vital battlefield sites and fight with redoubled fury to defend them from the foe.

WHEN: Command phase.

TARGET: One friendly **IMMORTALS** unit.

EFFECT: Your unit has +1 **OC** until the end of the turn.



WILL OF THE CONQUEROR

1CP

HAND OF THE DYNASTY STRATAGEM

Moved like playing pieces by the irresistible will of their noble masters, the Necron soldiery rapidly secured ever more dynastic territory.

WHEN: End of your Movement phase.

TARGET: One friendly **IMMORTALS/NECRON WARRIORS** unit.

EFFECT: Select one **objective** your unit is controlling. That **objective** is **secured**.



NANOSATURATION

1CP

HAND OF THE DYNASTY STRATAGEM

In response to enemy threats, these Necron footsoldiers unseal canoptek urns and unleash a localised nanoscarab plague to saturate the site they are holding.

WHEN: Your opponent's Shooting phase, when an enemy unit that targeted a friendly **IMMORTALS/NECRON WARRIORS** unit has shot.

TARGET: That **IMMORTALS/NECRON WARRIORS** unit.

EFFECT: Your unit shoots using **snap shooting**, but while doing so your unit can only target that enemy unit.



SKYSHROUD SPEARHEAD

LIKE A PLAGUE FROM ANCIENT MYTH, MURDEROUS GRAV-SKIMMING NECRON SWARMS FILL THE SKIES



DETACHMENT RULES

TRANSDIMENSIONAL DEPLOYMENT

Transported to the battlefield via dimension-shifting technologies, Tomb Blades materialise in crackling fields of energy and strafe unprepared targets, often to devastating effect.

- Friendly **TOMB BLADES** units have **Deep Strike**.
- When a friendly **TOMB BLADES** unit is **selected to shoot**, if that unit made an **ingress move** this turn, that unit's ranged attacks have +1 to **hit rolls**.

ENHANCEMENTS

RECURSIVE REANIMATION **UPGRADE**

Ancillary reclaimators capture the molecular matter of these Tomb Blades even as it is blasted apart, drawing it in a swirling comet trail behind them and working it back into their physical forms.

TOMB BLADES unit only. When this unit activates its **Reanimation Protocols**, +1 to the roll.

DEEPENING MADNESS **UPGRADE**

Like some echo of the Nekrosor's own murder-madness, a coldly efficient kill-frenzy grips these Lokhust Destroyers so that – even as they streak into battle – they lay down one ferocious volley of fire after another.

DESTROYER CULT MOUNTED unit only. This unit's ranged attacks have **[ASSAULT]**.

OMNILOCKED STRAFING

1CP

SKYSHROUD SPEARHEAD STRATAGEM

Once their targeting imperatives are locked in place, these hurtling Necron killers keep hammering their targets with fire even as they spiral and swoop back and forth across the enemy lines.

WHEN: Your Movement phase, when a friendly **NECRONS MOUNTED** unit is selected to make a **fall-back move**.

TARGET: That **NECRONS MOUNTED** unit.

EFFECT: That move does not prevent your unit from being **eligible to shoot**.



SWIFT AS DEATH

1CP

SKYSHROUD SPEARHEAD STRATAGEM

Reacting with android hyperresponsiveness, these skimmer Necrons fire thrusters and surge across the battlefield.

WHEN: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly **unengaged NECRONS MOUNTED** unit.

TARGET: That **NECRONS MOUNTED** unit.

EFFECT: Your unit can make a **normal move** of up to D3+3".



EVASIVE PROTOCOLS

1CP

SKYSHROUD SPEARHEAD STRATAGEM

So rapidly and seemingly randomly does this skyborne unit jink through incoming fire that it is almost impossible for foes to land a solid direct hit.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **NECRONS MOUNTED** unit.

TARGET: That **NECRONS MOUNTED** unit.

EFFECT: Ranged attacks that target your unit with a **S** greater than your unit's **T** have -1 to **wound rolls**.



UNIQUE: HYPERCRYPT

THE PHAERON'S ARMOURY

WAR ENGINES ARE UNLEASHED FROM WITHIN THE TOMB WORLD'S ROYAL ARMOURY TO CRUSH THE FOE



DETACHMENT RULES

EMPOWERED ENGINES

When a Necron ruler unleashes the mightiest war engines from amongst their armoury, they may charge their finest Crypteks to enhance them first.

Friendly **NECRONS TITANIC FLY** units have +6" **M**.

This **detachment** has the **HYPERCRYPT** tag and cannot be taken with another **HYPERCRYPT detachment**.

ENHANCEMENTS

PRELOCATIONAL OPTIMISER

Subtle transplanar optics allow this war leader to peer through the energy veil of a Monolith's eternity gate and dissect the defences and weaknesses of the enemies beyond it. This ensures their emergence from the portal is as grandly bloody and spectacular as possible.

NECRONS model only. When this unit is **selected to shoot**, if this unit was set up using a Monolith's **Eternity Gate** ability this turn, this unit's ranged attacks have:

- **[LETHAL HITS]**.
- **Or: [SUSTAINED HITS 1]**.

MORTALITY SHROUD (AURA) **UPGRADE**

Projecting a subtly tailored weave of spiritual entropy fields, antiphotons and infrasonic oppression waves, this war engine projects a sense of ominous dread and impending death like a shadow before it.

OBELISK unit only. In your opponent's Battle-shock step, if an enemy unit within 8" of this unit is below **starting strength**, that enemy unit makes a **battle-shock roll**.

SUBSURFACE QUANTUMWEAVE

1CP

THE PHAERON'S ARMOURY STRATAGEM

The layers of this war machine's armour are interspersed with molecule-thin webs of additional quantum shielding to absorb and localise impacts.

WHEN: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly **NECRONS TITANIC FLY** unit.

TARGET: That **NECRONS TITANIC FLY** unit.

EFFECT: Attacks that target your unit have -1 **AP** until that enemy unit has attacked.



PARTICLE PULSE

1CP

THE PHAERON'S ARMOURY STRATAGEM

From the war machine's pinnacle rolls an expanding wave of invisible particles that paints the foe in sharp relief upon Necron targeting systems.

WHEN: Start of your Shooting phase.

TARGET: One friendly **NECRONS TITANIC FLY** unit.

EFFECT: Select one **visible** enemy unit within 12" of your unit. That enemy unit has +3" **detection range**.



COSMIC STORM

1CP

THE PHAERON'S ARMOURY STRATAGEM

Transdimensional conduits harvest esoteric energy from coronal stellar scoops, beaming its coruscating fury into capacitor channels within this war engine, thence into the enemy lines in vivid arcs.

WHEN: Your Shooting phase, when a friendly **OBELISK/TESSERACT VAULT** unit is **selected to shoot**.

TARGET: That **OBELISK/TESSERACT VAULT** unit.

EFFECT: Your unit's Tesla Sphere weapons have +1 **AP**.





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.

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.



1CP



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.

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.



1CP



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.

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.



1CP



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.

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.



1CP



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.

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.



1CP



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.

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.



1CP



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. 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. In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was **destroyed** by those attacks, this unit can make a **surge move** of up to D6".



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.

1CP



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.

1CP



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.

1CP



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.

1CP



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.

1CP



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.

2CP



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): Once per turn, when your opponent targets a unit from their army within 12" of this model with a **stratagem**, you can use this ability. If you do increase the CP 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, when this unit makes an **ingress/advance move** using its Transdimensional Displacement ability, this unit can end that move more than 6" horizontally from all enemy units. When this unit ends that move within 8" of an enemy unit, this unit is not **eligible to declare a charge** until the end of the turn.



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.



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.



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.



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.



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.



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.

CANOPTÉK 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 **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
[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



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: **CANOPTERK 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 **CANOPTERK 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



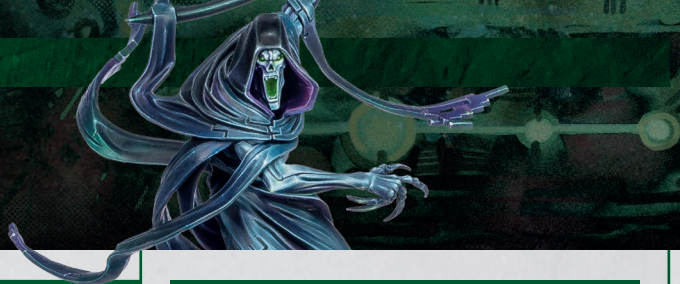
FACTION KEYWORDS:
NECRONS

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.

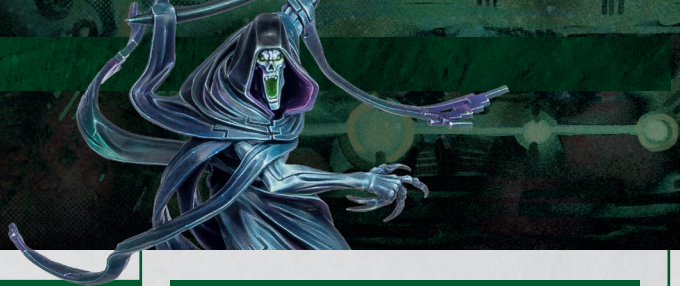
Necrodermis: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.



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	T	SV	W	LD	OC
8"	11	3+	16	6+	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
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Golden fists	Melee	8	2+	10	-3	3

ABILITIES

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

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	T	SV	W	LD	OC
8"	11	3+	16	6+	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

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Reanimation Protocols Army Rule

Change to:

'If your Army Faction is **NECRONS**, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols:

- When a unit's Reanimation Protocols activate, that unit **heals** D3 wounds.'

ANNIHILATION LEGION DETACHMENT

Annihilation Protocol Detachment Rule

Add the following paragraph:

'Each time a **DESTROYER CULT** unit from your army makes a ranged attack that targets the closest eligible target, add 1 to the Armour Penetration characteristic of that attack.'

Insanity's Ire Stratagem

Change to:

'WHEN: Your opponent's Shooting phase, when an enemy unit that targeted a friendly **unengaged DESTROYER CULT/FLAYED ONES** unit this phase has shot.

TARGET: That **DESTROYER CULT/FLAYED ONES** unit.

EFFECT: Your unit can make a **surge move** of up to D6.'

AWAKENED DYNASTY DETACHMENT

Veil of Darkness Enhancement

Change to:

'(Once per battle, per army) At the end of your opponent's turn, if this unit is **unengaged**, you can use this ability. If you do:

- Place this unit in **strategic reserves**.
- This unit has **Deep Strike** until the start of your next Shooting phase.
- This unit must make an **ingress move** in your next Movement phase (including in your first turn).'

Protocol of the Eternal Revenant Stratagem, Effect Section

Change to:

'At the end of the phase, set up the **destroyed** model on the battlefield, **unengaged** and as close as possible to where it was **destroyed**. That model is not part of an **attached** unit and its unit has a **starting strength** of 1. That model has half of its starting number of wounds remaining.'

CANOPTÉK COURT DETACHMENT

Reactive Subroutines Stratagem, Target Section

Change 9" to 8".

Cynosure of Eradication Stratagem, Effect Section

Change to:

'Until the end of the phase, weapons equipped by **CRYPTÉK** or **CANOPTÉK** models in your unit have the **[DEVASTATING WOUNDS]** ability.'

HYPERCRYPTÉ LEGION DETACHMENT

Cosmic Precision Stratagem, Target Section

Change to:

'One **NECRONS** unit from your army (excluding **MONSTER** units) that is arriving using an **ingress move this phase**.'

Hyperphasing Detachment Rule, Battle Size Table

Change to:

'Incursion: Up to 1 unit

Strike Force: Up to 2 units

Onslaught: Up to 3 units'

OBEISANCE PHALANX DETACHMENT

Territorial Obsession Stratagem, Target Section

Change to:

'One **LYCHGUARD** or **TRIARCH** unit from your army.'

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.

DATASHEETS

Annihilation Barge, Catacomb Command Barge, Convergence of Dominion, Doomsday Ark, Ghost Ark, Monolith, Obelisk, Seraptek Heavy Construct, Tesseract Vault, Triarch Stalker – Keywords Section
Add '**FRAME**'.

Chronomancer, Geomancer, Orikan The Diviner, Plasmancer, Psychomancer, Technomancer

- **Core Abilities:** Remove 'Leader', add 'Support'.
- **Leader Section:** Remove 'You can attach this model to one of the above units even if one **ROYAL WARDEN** or **NOBLE** unit 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.'

Lokhust Lord, Overlord, Overlord with Translocation Shroud – Resurrection Orb Ability

Change to:

'(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, this unit **resurrects**:

- When a unit **resurrects**, that unit's Reanimation Protocols activate, but that unit **heals** D6 wounds (instead of D3 wounds). You cannot **resurrect** more than one unit per turn.'

Chronomancer, Geomancer, Orikan The Diviner, Plasmancer, Psychomancer, Technomancer – Core Abilities Section

Remove 'Leader', add 'Support'.

Canoptek Reanimator, Nanoscarab Reanimation Beam Ability

Change to:

'While a friendly **NECRONS** unit is within 3" of this model, each time that unit's Reanimation Protocols activate, that unit **heals** an additional D3 wounds.'

Catacomb Command Barge

- **Keywords Section:** Add '**NOBLE**'.

- **Resurrection Orb Ability:** Change to:

'(Once per battle, per unit) At the end of any phase, you can use this ability. If you do, select up to one friendly **NECRONS INFANTRY/NECRONS MOUNTED** unit within 6" of this unit. That unit **resurrects**:

- When a unit **resurrects**, that unit's Reanimation Protocols activate, but that unit **heals** D6 wounds (instead of D3 wounds). You cannot **resurrect** more than one unit per turn.'

Chronomancer, Timesplinter Mantle Ability

Change to:

- This unit has **Stealth**.
- Melee attacks that target this unit have -1 to **hit rolls**.

Doom Scythe, Profile

Change **M** and **OC** to '-1'.

Night Scythe

- **Profile:** Change M to 14".
- **Core Abilities:** Add 'Hover'.
- **Keywords:** Remove '**AIRCRAFT**'.

Monolith, Eternity Gate Ability

Change to:

'In your Movement phase (excluding the first battle round), you can select one friendly **NECRONS INFANTRY** unit that is either in **strategic reserves** or on the battlefield (if you select a unit on the battlefield, remove that unit from the battlefield and place it into **strategic reserves**). That unit can make an **ingress move**, and while making that **ingress move**, that unit must be set up wholly within 6" of this unit and **unengaged** (instead of more than 8" horizontally from all enemy units), even if that is within your opponent's deployment zone. That unit cannot make a **charge move** this turn.'

Night Scythe

- **Core Abilities:** Add 'Deep Strike'.

Ophydian Destroyers, Tunnelling Horrors Ability

Change to:

'At the end of your opponent's turn, if this unit is **unengaged**, you can use this ability. If you do:

- Place this unit in **strategic reserves**.
- This unit must make an **ingress move** in your next Movement phase (including in your first turn).'

Plasmancer, Living Lightning Ability

Change to:

'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.'

The Silent King

- **Bringer of Unity Ability:** Change to '**Relentless March (Aura)**: While a friendly **NECRONS** unit is within 6" of this unit's Szarekh model, add 2" to the Move characteristic of models in that unit.'
- **Keywords:** Change to:
 - ' – ALL MODELS: **VEHICLE, EPIC HERO, TRIARCH**
 - SZAREKH MODEL: **CHARACTER, THE SILENT KING**

Transcendent C'tan, Transdimensional Displacement Ability

Change to:

'In your Movement phase, when this unit is selected to make an **advance move**, you can use this ability. If you do:

- That **advance move** has no **maximum distance**.
- This unit can move through all types of model (including enemy models and **MONSTER/VEHICLE** models).
- After moving, this unit must be more than 8" horizontally from all enemy units.'

FAQS

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 Setting Up Large Models (Rules Appendix, 03.02.02)?

A: Yes.

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, Rules Appendix 02.03.01).

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: No.

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: 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.

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, Super-heavy Walker**

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.

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 8" 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, FRAME, 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.

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KEYWORDS: FORTIFICATION, VEHICLE, FRAME, SENTRY PYLON



FACTION KEYWORDS:
NECRONS

NIGHT SHROUD

WARHAMMER LEGENDS

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



 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, FRAME, 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, FRAME, 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

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

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.

WARHAMMER LEGENDS

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 ZAHNDREK 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 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

CANOPTK 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**, regardless of any other uses of that **stratagem** this phase. If you do:

- That use is -1 CP.
- That use does not prevent any uses of that **stratagem** on other units 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, CANOPTK, 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