



## THE IMMORTAL ARMIES

These datasheets allow you to fight Apocalypse battles with your Necrons miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

### KEYWORDS

Throughout these datasheets you will come across the <DYNASTY> keyword. This is shorthand for a keyword of your choosing, as described below.

#### <DYNASTY>

Most Necrons belong to a dynasty. Some datasheets specify what dynasty a Necrons unit is drawn from (e.g. Imotekh the Stormlord is from the Sautekh Dynasty, and so has the SAUTEKH keyword), but where a datasheet does not, it will have the <DYNASTY> keyword. When you include such a unit in your army, you must nominate which dynasty that unit is from. You then simply replace the <DYNASTY> keyword in every instance on that unit's datasheet with the name of your chosen dynasty.

For example, if you were to include a Lord in your army, and you decided it was from the Nihilakh Dynasty, then its <DYNASTY> keyword is changed to NIHILAKH, and its The Lord's Will ability would then say 'Re-roll wound rolls of 1 for attacks made by friendly LIGHT NIHILAKH units whilst they are with 6" of this unit.'



# IMOTEKH THE STORMLORD



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Imotekh the Stormlord is a unit that contains 1 model. It is equipped with: The Staff of the Destroyer (Melee); The Staff of the Destroyer (Ranged). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Imotekh the Stormlord	5"	2+	2+	1	1	8	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Staff of the Destroyer (Ranged)	Heavy	18"	1	6+	8+	-
The Staff of the Destroyer (Melee)	Melee	Melee	User	7+	8+	-

## ABILITIES

**Hyper-logical Strategist:** At the start of the Generate Command Assets step, if this unit is a **WARLORD** and is on the battlefield, you generate one extra Command Asset.

**My Will be Done:** Re-roll hit rolls of 1 for attacks made by friendly **LIGHT SAUTEKH** units whilst they are within 6" of this unit.

**Lord of the Storm:** Once per battle, at the start of the Action phase, you can select one point on the battlefield within 24" of this unit and place one marker (e.g. a coin) on that point. At the end of that Action phase, roll one D12 for each unit within 6" of that marker before removing that marker from the battlefield; on a 4-8 place one blast marker next to the unit being rolled for, and on a 9-12 place two blast markers next to the unit being rolled for.

**FACTION KEYWORDS:** NECRONS, SAUTEKH

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OVERLORD, IMOTEKH THE STORMLORD

# ORIKAN THE DIVINER



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Orikan the Diviner is a unit that contains 1 model. It is equipped with: The Staff of Tomorrow. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Orikan the Diviner</b>	5"	3+	3+	1	1	8	7+
<b>Orikan Empowered</b>	5"	2+	2+	2	2	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Staff of Tomorrow	Melee	Melee	User	8+	9+	-

## ABILITIES

**The Stars are Right:** At the start of the turn, if this unit is not empowered, roll one D6. If the result is less than the current turn number, this unit becomes empowered; until the end of the battle, use the Orikan Empowered profile for this unit.

**Technomancer:** Friendly SAUTEKH units have the Ignore Damage (6+) ability whilst they are within 6" of this unit.

**FACTION KEYWORDS:** NECRONS, SAUTEKH

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, CRYPTEK, ORIKAN THE DIVINER

# NEMESOR ZAHNDREKH



Nemesor Zahndrekh is a unit that contains 1 model. It is equipped with: Staff of Light. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Nemesor Zahndrekh	5"	2+	2+	1	1	8	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Staff of Light	Melee	Melee	User	9+	10+	-

## ABILITIES

**My Will be Done:** Re-roll hit rolls of 1 for attacks made by friendly **LIGHT SAUTEKH** units whilst they are within 6" of this unit.

**Counter Tactics:** At the start of the Action phase, you can select one enemy **CHARACTER** unit within 24" of this unit. Until the start of the next turn, any aura abilities that unit has have no effect.

**FACTION KEYWORDS:** NECRONS, SAUTEKH

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OVERLORD, NEMESOR ZAHNDREKH

# VARGARD OBYRON



Vargard Obyron is a unit that contains 1 model. It is equipped with: Warscythe. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Vargard Obyron	5"	2+	3+	1	1	8	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Warscythe	Melee	Melee	User	8+	8+	-

## ABILITIES

**The Lord's Will:** Re-roll wound rolls of 1 for attacks made by friendly **LIGHT SAUTEKH** units whilst they are within 6" of this unit.

**The Vargard's Duty:** At the start of the Damage phase, you can select one friendly **NEMESOR ZAHNDREKH** unit that has at least one blast marker next to it and is within 6" of this unit. Remove one blast marker from that unit and place it next to this unit.

**FACTION KEYWORDS:** NECRONS, SAUTEKH

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, LORD, VARGARD OBYRON

# ILLUMINOR SZERAS



Illuminor Szeras is a unit that contains 1 model. It is equipped with: Eldritch Lance (Ranged); Eldritch Lance (Melee). You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Illuminor Szeras	6"	3+	3+	1	1	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Eldritch Lance (Ranged)	Heavy	36"	1	9+	6+	-
Eldritch Lance (Melee)	Melee	Melee	User	8+	10+	-

## ABILITIES

**Mechanical Augmentations:** After this unit makes a Move action, you can select one friendly **NECRONS WARRIORS** or **IMMORTALS** unit within 1" of this unit to mechanically augment. Roll a D3 and apply the result from the table below to the chosen unit for the rest of the battle. A unit can only be mechanically augmented once per battle.

D3	AUGMENTATION
1	Improve the SAP characteristic of weapons the unit is equipped with by 1 (e.g. 8+ becomes 7+).
2	Improve the unit's Save characteristic by 1 (e.g. 5+ becomes 4+).
3	Improve the unit's Ballistic Skill characteristic by 1 (e.g. 4+ becomes 3+).

**Technomancer:** Friendly **NECRONS** units have the Ignore Damage (6+) ability whilst they are within 6" of this unit.

**FACTION KEYWORDS:** NECRONS

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, CRYPTEK, ILLUMINOR SZERAS

# ANRAKYR THE TRAVELLER



6



Anrakyr the Traveller is a unit that contains 1 model. It is equipped with: Tachyon Arrow; Warscythe. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Anrakyr the Traveller	5"	2+	2+	1	1	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Tachyon Arrow	Heavy	120"	1	10+	4+	One use only
Warscythe	Melee	Melee	User	8+	8+	-

## ABILITIES

**My Will be Done:** Re-roll hit rolls of 1 for attacks made by friendly **NECRON INFANTRY** units whilst they are within 6" of this unit.

**Lord of the Pyrrhian Legions:** Add 1 to wound rolls for attacks made with melee weapons by friendly **NECRONS INFANTRY** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** NECRONS

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OVERLORD, ANRAKYR THE TRAVELLER

# TRAZYN THE INFINITE



Trazyn the Infinite is a unit that contains 1 model. It is equipped with: The Empathic Obliterator. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Trazyn the Infinite	5"	2+	2+	1	1	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
The Empathic Obliterator	Melee	Melee	User	6+	10+	-

## ABILITIES

**My Will be Done:** Re-roll hit rolls of 1 for attacks made by friendly **LIGHT NIHILAKH** units whilst they are within 6" of this unit.

**Surrogate Hosts:** When this unit is destroyed, after removing it and all the markers next to it from the battlefield, you can select one friendly **NECRONS INFANTRY CHARACTER** unit on the battlefield. That unit is destroyed, and after removing it and all the markers next to it from the battlefield, place this unit as close as possible to where that unit was located.

**FACTION KEYWORDS:** NECRONS, NIHILAKH

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OVERLORD, TRAZYN THE INFINITE

# OVERLORD



5



An Overlord is a unit that contains 1 model. It is equipped with: Overlord's Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Overlord</b>	5"	2+	2+	1	1	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Overlord's Weapons	Melee	Melee	User	8+	8+	-

## ABILITIES

**My Will be Done:** Re-roll hit rolls of 1 for attacks made by friendly **LIGHT** <DYNASTY> units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, OVERLORD

# CATACOMB COMMAND BARGE



10



A Catacomb Command Barge is a unit that contains 1 model. It is equipped with: Gauss Cannon; Overlord's Weapons.

	M	WS	BS	A	W	Ld	Sv
Catacomb Command Barge	12"	2+	2+	1	2	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Cannon	Heavy	24"	1	5+	7+	-
Tesla Cannon	Heavy	24"	2	8+	10+	-
Overlord's Weapons	Melee	Melee	User	8+	8+	-

## WARGEAR OPTIONS

- Instead of 1 Gauss Cannon, this unit can be equipped with 1 Tesla Cannon.

## ABILITIES

**Wave of Command:** If a **LIGHT <DYNASTY>** unit starts a Move action within 6" of any friendly units with this ability, add 3" to that unit's Move characteristic for that action.

**My Will be Done:** Re-roll hit rolls of 1 for attacks made by friendly **LIGHT <DYNASTY>** units whilst they are within 12" of this unit.

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** HEAVY, VEHICLE, FLY, CHARACTER, OVERLORD, CATACOMB COMMAND BARGE

# LORD



4



A Lord is a unit that contains 1 model. It is equipped with: Lord's Weapons.

	M	WS	BS	A	W	Ld	Sv
Lord	5"	3+	3+	1	1	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lord's Weapons	Melee	Melee	User	8+	8+	-

## ABILITIES

**The Lord's Will:** Re-roll wound rolls of 1 for attacks made by friendly **LIGHT** <DYNASTY> units whilst they are with 6" of this unit.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, LORD

# DESTROYER LORD



6



A Destroyer Lord is a unit that contains 1 model. It is equipped with: Lord's Weapons.

	M	WS	BS	A	W	Ld	Sv
Destroyer Lord	10"	3+	3+	1	1	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Lord's Weapons	Melee	Melee	User	8+	8+	-

## ABILITIES

**Hardwired hatred:** Re-roll hit rolls of 1 for attacks made by this unit.

**United in Hatred:** Re-roll wound rolls of 1 for attacks made by friendly <DYNASTY> DESTROYER and <DYNASTY> HEAVY DESTROYER units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, FLY, CHARACTER, DESTROYER LORD

# CRYPTTEK



A Crypttek is a unit that contains 1 model. It is equipped with: Staff of Light.

	M	WS	BS	A	W	Ld	Sv
<b>Crypttek</b>	5"	3+	3+	1	1	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Staff of Light	Melee	Melee	User	9+	10+	-

## ABILITIES

**Chronometron:** Re-roll saving throws of 1 for friendly <DYNASTY> INFANTRY units whilst they are within 6" of this unit.

**Technomancer:** Friendly <DYNASTY> units have the Ignore Damage (6+) ability whilst they are within 6" of this unit.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, CRYPTTEK

# NECRON WARRIORS



6



Necron Warriors are a unit that contains 10 models. It can contain 20 models (Power Rating 12). It is equipped with: Gauss Flayers; Heavy Blades.

	M	WS	BS	A	W	Ld	Sv
<b>Necron Warriors (10 models)</b>	5"	3+	3+	2	2	8	8+
<b>Necron Warriors (20 models)</b>	5"	3+	3+	4	4	8	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Flayers	Small Arms	24"	User	7+	9+	Rapid Fire
Heavy Blades	Melee	Melee	User	7+	9+	-

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, NECRON WARRIORS

# IMMORTALS



4



Necron Immortals are a unit that contains 5 models. It can contain 10 models (Power Rating 8). It is equipped with: Gauss Blasters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Immortals (5 models)</b>	5"	3+	3+	1	1	8	6+
<b>Immortals (10 models)</b>	5"	3+	3+	2	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Blasters	Small Arms	24"	User	6+	8+	Rapid Fire
Tesla Carbines	Small Arms	24"	x2	7+	9+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- Instead of Gauss Blasters, this unit can be equipped with Tesla Carbines.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, IMMORTALS

# LYCHGUARD



7



Lychguard are a unit that contains 5 models. It can contain 10 models (**Power Rating 14**). It is equipped with: Warscythes.

	M	WS	BS	A	W	Ld	Sv
<b>Lychguard (5 models)</b>	5"	3+	3+	2	2	8	6+
<b>Lychguard (10 models)</b>	5"	3+	3+	4	4	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Hyperphase Swords	Melee	Melee	User	7+	7+	-
Warscythes	Melee	Melee	User	4+	4+	-

## WARGEAR OPTIONS

- Instead of Warscythes, this unit can be equipped with Hyperphase Swords and have Dispersion Shields. If this unit has Dispersion Shields, it has a Save characteristic of 4+.

## ABILITIES

**Guardian Protocols:** At the start of the Damage phase, you can select one friendly <DYNASTY> **LIGHT CHARACTER** unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that **CHARACTER** unit and place them next to this unit.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, Lychguard

# DEATHMARKS



7



Deathmarks are a unit that contains 5 models. It can contain 10 models (**Power Rating 13**). It is equipped with: Synaptic Disintegrators; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Deathmarks (5 models)</b>	5"	3+	3+	1	1	8	6+
<b>Deathmarks (10 models)</b>	5"	3+	3+	2	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Synaptic Disintegrators	Small Arms	24"	User	7+	9+	Rapid Fire, Sniper
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, DEATHMARKS

# FLAYED ONES



5



Flayed Ones are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**), 15 models (**Power Rating 11**) or 20 models (**Power Rating 14**). It is equipped with: Flayer Claws.

	M	WS	BS	A	W	Ld	Sv
<b>Flayed Ones (5 models)</b>	5"	3+	6+	1	1	8	8+
<b>Flayed Ones (10 models)</b>	5"	3+	6+	2	2	8	8+
<b>Flayed Ones (15 models)</b>	5"	3+	6+	3	3	8	8+
<b>Flayed Ones (20 models)</b>	5"	3+	6+	4	4	8	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Flayer Claws	Melee	Melee	x2	7+	10+	-

## ABILITIES

Deep Strike, Terror Troops

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, FLAYED ONES

# TRIARCH PRAETORIANS



8



Triarch Praetorians are a unit that contains 5 models. It can contain 10 models (**Power Rating 15**). It is equipped with: Rods of Covenant (Melee); Rods of Covenant (Ranged).

	M	WS	BS	A	W	Ld	Sv
<b>Triarch Praetorians (5 models)</b>	10"	3+	3+	1	2	8	6+
<b>Triarch Praetorians (10 models)</b>	10"	3+	3+	2	4	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Particle Casters	Small Arms	12"	x2	6+	9+	-
Rods of Covenant (Ranged)	Small Arms	12"	User	7+	7+	-
Rods of Covenant (Melee)	Melee	Melee	x2	7+	7+	-
Voidblades	Melee	Melee	User	6+	9+	-

## WARGEAR OPTIONS

- Instead of Rods of Covenant (Ranged) and Rods of Covenant (Melee), this unit can be equipped with Particle Casters and Voidblades.

## ABILITIES

**A Purpose Unshakable:** Morale tests taken for this unit are automatically passed.

**FACTION KEYWORDS:** NECRONS

**KEYWORDS:** LIGHT, INFANTRY, FLY, TRIARCH PRAETORIANS

# TRIARCH STALKER



11



A Triarch Stalker is a unit that contains 1 model. It is equipped with: Heat Ray (Dispersed); Heat Ray (Focused); Massive Forelimbs.

	M	WS	BS	A	W	Ld	Sv
<b>Triarch Stalker</b>	<b>10"</b>	<b>3+</b>	<b>3+</b>	<b>2</b>	<b>2</b>	<b>8</b>	<b>5+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heat Ray (Dispersed)	Heavy	8"	1	6+	9+	Inferno
Heat Ray (Focused)	Heavy	24"	1	8+	4+	-
Particle Shredder	Heavy	24"	2	7+	7+	-
Twin Heavy Gauss Cannon	Heavy	36"	2	10+	5+	-
Massive Forelimbs	Melee	Melee	User	7+	7+	-

## WARGEAR OPTIONS

- Instead of 1 Heat Ray, this unit can be equipped with one of the following: 1 Particle Shredder; 1 Twin Heavy Gauss Cannon (**Power Rating +1**).

## ABILITIES

**Heat Ray:** When this unit makes a Shoot action, it can shoot with either the Heat Ray (Dispersed) weapon or Heat Ray (Focused) weapon; it cannot shoot with both.

**Targeting Relay:** Re-roll hit rolls of 1 for attacks made with ranged weapons by other friendly **NECRONS** units if the target of that attack was also the target of an attack made with a ranged weapon by this unit this turn.

**FACTION KEYWORDS:** NECRONS

**KEYWORDS:** HEAVY, VEHICLE, TRIARCH STALKER

# C'TAN SHARD OF THE DECEIVER



10



A C'tan Shard of the Deceiver is a unit that contains 1 model. It is equipped with: Powers of the C'tan; Star-god Fists. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
C'tan Shard of the Deceiver	8"	2+	2+	2	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Powers of the C'tan	Heavy	24"	2	5+	5+	-
Star-god Fists	Melee	Melee	User	6+	6+	-

## ABILITIES

### Terror Troops

**Grand Illusion:** When you select this unit's Detachment to carry out an order, before any units in that Detachment make any actions for that order, you can replace that Detachment's order with Advance, Aimed Fire or Assault.

**Enslaved Star God:** This unit cannot be a **WARLORD**.

**Immune to Natural Law:** Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

**FACTION KEYWORDS:** NECRONS, C'TAN SHARDS

**KEYWORDS:** HEAVY, MONSTER, C'TAN SHARD OF THE DECEIVER

# C'TAN SHARD OF THE NIGHTBRINGER



10



A C'tan Shard of the Nightbringer is a unit that contains 1 model. It is equipped with: Powers of the C'tan; Scythe of the Nightbringer. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
C'tan Shard of the Nightbringer	8"	2+	2+	2	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Powers of the C'tan	Heavy	24"	2	5+	5+	-
Scythe of the Nightbringer	Melee	Melee	User	3+	5+	-

## ABILITIES

### Terror Troops

**Enslaved Star God:** This unit cannot be a **WARLORD**.

**Immune to natural law:** Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

**FACTION KEYWORDS:** NECRONS, C'TAN SHARDS

**KEYWORDS:** HEAVY, MONSTER, C'TAN SHARD OF THE NIGHTBRINGER

# CANOPTEK WRAITHS



8



Canoptek Wraiths are a unit that contains 3 models. It can contain 6 models (**Power Rating 15**). It is equipped with: Wraith Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Canoptek Wraiths (3 models)</b>	12"	3+	3+	2	2	8	5+
<b>Canoptek Wraiths (6 models)</b>	12"	3+	3+	4	4	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Particle Caster	Heavy	12"	1	6+	9+	-
Transdimensional Beamer	Heavy	12"	1	7+	10+	-
Wraith Weapons	Melee	Melee	User	6+	8+	-

## WARGEAR OPTIONS

- For each model this unit contains, it can also be equipped with one of the following (**Power Rating +1** per weapon): 1 Particle Caster; 1 Transdimensional Beamer.

## ABILITIES

**Wraith Form:** This unit can move across models and terrain as if they were not there.

**FACTION KEYWORDS:** NECRONS, CANOPTEK, <DYNASTY>

**KEYWORDS:** LIGHT, BEASTS, CANOPTEK WRAITHS

# CANOPTEK SCARABS



4



Canoptek Scarabs are a unit that contains 3 models. It can contain 6 models (**Power Rating 8**) or 9 models (**Power Rating 12**). It is equipped with: Feeder Mandibles.

	M	WS	BS	A	W	Ld	Sv
<b>Canoptek Scarabs (3 models)</b>	10"	4+	-	2	2	8	10+
<b>Canoptek Scarabs (6 models)</b>	10"	4+	-	4	4	8	10+
<b>Canoptek Scarabs (9 models)</b>	10"	4+	-	6	6	8	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Feeder Mandibles	Melee	Melee	User	9+	9+	-

**FACTION KEYWORDS:** NECRONS, CANOPTEK, <DYNASTY>

**KEYWORDS:** LIGHT, SWARM, FLY, CANOPTEK SCARABS

# TOMB BLADES



8



Tomb Blades are a unit that contains 3 models. It can contain 6 models (**Power Rating 15**) or 9 models (**Power Rating 22**). It is equipped with: Gauss Blasters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Tomb Blades (3 models)</b>	14"	3+	3+	1	1	8	7+
<b>Tomb Blades (6 models)</b>	14"	3+	3+	2	2	8	7+
<b>Tomb Blades (9 models)</b>	14"	3+	3+	3	3	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Blasters	Small Arms	24"	x2	6+	8+	Rapid Fire
Particle Beamers	Small Arms	24"	x3	5+	8+	-
Tesla Carbines	Small Arms	24"	x4	7+	9+	-
Close combat weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- Instead of Gauss Blasters, this unit can be equipped with one of the following: Particle Beamers; Tesla Carbines.

## ABILITIES

Stealth

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, BIKER, FLY, TOMB BLADES

# DESTROYERS



8



Destroyers are a unit that contains 3 models. It can contain 6 models (**Power Rating 15**) or 9 models (**Power Rating 22**). It is equipped with: Gauss Cannons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Destroyers (3 models)</b>	10"	3+	3+	1	2	8	5+
<b>Destroyers (6 models)</b>	10"	3+	3+	2	4	8	5+
<b>Destroyers (9 models)</b>	10"	3+	3+	3	6	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Cannons	Heavy	24"	User	5+	7+	-
Heavy Gauss Cannon	Heavy	36"	1	10+	5+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

- For every 3 models this unit contains, it can also be equipped with 1 Heavy Gauss Cannon (**Power Rating +1** per weapon).

## ABILITIES

**Hardwired hatred:** Re-roll hit rolls of 1 for attacks made by this unit.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, FLY, DESTROYERS

# HEAVY DESTROYERS



6



Heavy Destroyers are a unit that contains 1 model. It can contain 2 models (**Power Rating 11**) or 3 models (**Power Rating 16**). It is equipped with: Heavy Gauss Cannons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Heavy Destroyers (1 models)	10"	3+	3+	1	1	8	5+
Heavy Destroyers (2 models)	10"	3+	3+	2	2	8	5+
Heavy Destroyers (3 models)	10"	3+	3+	3	3	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Gauss Cannons	Heavy	36"	User	10+	5+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## ABILITIES

**Hardwired hatred:** Re-roll hit rolls of 1 for attacks made by this unit.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** LIGHT, INFANTRY, FLY, HEAVY DESTROYERS

# CANOPTEK SPYDERS



6



Canoptek Spyders are a unit that contains 1 model. It can contain 2 models (**Power Rating 11**) or 3 models (**Power Rating 16**). It is equipped with: Automaton Claws.

	M	WS	BS	A	W	Ld	Sv
Canoptek Spyders (1 model)	6"	4+	4+	1	1	8	5+
Canoptek Spyders (2 models)	6"	4+	4+	2	2	8	5+
Canoptek Spyders (3 models)	6"	4+	4+	3	3	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Particle Beamer	Heavy	24"	1	5+	8+	-
Automaton Claws	Melee	Melee	User	6+	7+	-

## WARGEAR OPTIONS

- For each model this unit contains, it can also be equipped with 1 Particle Beamer (**Power Rating +1** per weapon).

## ABILITIES

**Fabricator Array:** At the end of the Action phase, this unit can attempt to repair one friendly <DYNASTY> VEHICLE unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that VEHICLE unit. Only one attempt to repair each unit can be made each turn.

**Scarab Hive:** At the end of the Action phase, you can replenish one friendly <DYNASTY> SCARABS unit within 6" of this unit. If you do, remove one damage marker from that unit. Each SCARABS unit can only be replenished once per turn.

**FACTION KEYWORDS:** NECRONS, CANOPTEK, <DYNASTY>

**KEYWORDS:** LIGHT, MONSTER, FLY, CANOPTEK SPYDERS

# MONOLITH



17



A Monolith is a unit that contains 1 model. It is equipped with: 4 Gauss Flux Arcs; Particle Whip; Crushing Bulk.

	M	WS	BS	A	W	Ld	Sv
<b>Monolith</b>	6"	6+	3+	1	4	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Flux Arc	Heavy	24"	1	5+	6+	-
Particle Whip	Heavy	24"	1	5+	5+	-
Crushing Bulk	Melee	Melee	User	9+	10+	-

## ABILITIES

### Deep Strike

**Portal of Exile:** After this unit ends a Move action choose one enemy unit within 1" of this unit and roll one D6; on a 5+, place a blast marker next to that unit.

**Eternity Gate:** During deployment, you can set up any number of <DYNASTY> **INEANTRY** units on their tomb world. Such a unit is considered to be set up in Tactical Reserves. When a unit that was set up on its tomb world arrives as reinforcements, you must select one friendly <DYNASTY> **MONOLITH** or <DYNASTY> **NIGHT SCYTHE** unit for it to deploy from; set up the arriving unit within 6" of the selected unit. If it is impossible to do so, you cannot set up that unit this turn. Each **MONOLITH** and **NIGHT SCYTHE** unit can only be deployed from once per turn. No more than half the total number of units in your army can be set up in Tactical Reserves.

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** SUPER-HEAVY, TITANIC, FLY, MONOLITH

# ANNIHILATION BARGE



An Annihilation Barge is a unit that contains 1 model. It is equipped with: Gauss Cannon; Twin Tesla Destructor; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Annihilation Barge</b>	12"	6+	3+	1	2	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Cannon	Heavy	24"	1	5+	7+	-
Tesla Cannon	Heavy	24"	2	8+	10+	-
Twin Tesla Destructor	Heavy	24"	4	6+	8+	-
Close Combat Weapons	Melee	Melee	User	10+	11+	-

## WARGEAR OPTIONS

- Instead of 1 Gauss Cannon, this unit can be equipped with 1 Tesla Cannon.

## ABILITIES

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** HEAVY, VEHICLE, FLY, ANNIHILATION BARGE

# DOOMSDAY ARK



12



A Doomsday Ark is a unit that contains 1 model. It is equipped with: Doomsday Cannon; 2 Gauss Flayer Arrays; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Doomsday Ark	12"	6+	3+	1	3	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Doomsday Cannon	Heavy	72"	2	6+	4+	Destroyer
Gauss Flayer Array	Heavy	24"	1	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	11+	12+	-

## ABILITIES

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** HEAVY, VEHICLE, FLY, DOOMSDAY ARK

# TRANSCENDENT C'TAN



10



A Transcendent C'tan is a unit that contains 1 model. It is equipped with: Powers of the C'tan; Crackling Tendrils.

	M	WS	BS	A	W	Ld	Sv
Transcendent C'tan	8"	2+	2+	2	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Powers of the C'tan	Heavy	24"	2	5+	5+	-
Crackling Tendrils	Melee	Melee	User	6+	5+	-

## ABILITIES

**Enslaved Star God:** This unit cannot be a **WARLORD**.

**Immune to Natural Law:** Roll D12s when making saving throws for this unit, irrespective of the size of the blast markers next to it.

**Cosmic Tyrant:** Once per turn, you can re-roll one hit roll or one wound roll for an attack made by this unit, or you can re-roll one saving throw made for this unit.

**FACTION KEYWORDS:** NECRONS, C'TAN SHARDS

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

# GHOST ARK



12



A Ghost Ark is a unit that contains 1 model. It is equipped with: 2 Gauss Flayer Arrays; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Ghost Ark	12"	6+	3+	1	3	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Flayer Array	Heavy	24"	1	7+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	10+	11+	-

## ABILITIES

**Repair Barge:** After this unit makes a Move action, you can remove one damage marker from a friendly <DYNASTY> NECRON WARRIORS unit embarked aboard it.

**Hover:** Distances are measured to and from this unit's hull, even though it has a base.

## TRANSPORT

This unit can transport up to 10 <DYNASTY> INFANTRY CHARACTER or <DYNASTY> NECRON WARRIORS models. It cannot transport DESTROYER LORD models.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, GHOST ARK

# DOOM SCYTHE



17



A Doom Scythe is a unit that contains 1 model. It is equipped with: Death Ray; 2 Tesla Destroyers; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>Doom Scythe</b>	20-60"	6+	3+	1	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Death Ray	Heavy	24"	1	8+	4+	Destroyer
Tesla Destructor	Heavy	24"	2	6+	8+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## ABILITIES

Supersonic

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** HEAVY, VEHICLE, FLY, AIRCRAFT, DOOM SCYTHE

# NIGHT SCYTHE



14



A Night Scythe is a unit that contains 1 model. It is equipped with: 2 Tesla Destructors; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>Night Scythe</b>	20-60"	6+	3+	1	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Tesla Destructor	Heavy	24"	2	6+	8+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## ABILITIES

### Supersonic

**Invasion Beams:** During deployment, you can set up any number of <DYNASTY> INFANTRY units on their tomb world. Such a unit is considered to be set up in Tactical Reserves. When a unit that was set up on its tomb world arrives as reinforcements, you must select one friendly <DYNASTY> MONOLITH or <DYNASTY> NIGHT SCYTHE unit for it to deploy from; set up the arriving unit within 6" of the selected unit. If it is impossible to do so, you cannot set up that unit this turn. Each MONOLITH and NIGHT SCYTHE unit can only be deployed from once per turn. No more than half the total number of units in your army can be set up in Tactical Reserves.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** HEAVY, VEHICLE, FLY, AIRCRAFT, NIGHT SCYTHE

# OBELISK



20



An Obelisk is a unit that contains 1 model. It is equipped with: 4 Tesla Spheres; Crushing Bulk.

	M	WS	BS	A	W	Ld	Sv
Obelisk	8"	6+	3+	1	5	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Tesla Sphere	Heavy	24"	2	7+	9+	-
Crushing Bulk	Melee	Melee	User	9+	10+	-

## ABILITIES

### Deep Strike

**Gravity Pulse:** At the end of the Action phase, roll one D12 for each enemy **AIRCRAFT** unit within 12" of this unit; on a 9+ place one blast marker next to that unit.

**FACTION KEYWORDS:** NECRONS, <DYNASTY>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, FLY, OBELISK

# TESSERACT VAULT



22



A Tesseract Vault is a unit that contains 1 model. It is equipped with: 4 Tesla Spheres; Unbridled Powers of the C'tan; Crushing Bulk.

	M	WS	BS	A	W	Ld	Sv
Tesseract Vault	8"	6+	3+	1	6	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Tesla Sphere	Heavy	24"	2	6+	8+	-
Unbridled Powers of the C'tan	Heavy	24"	2	5+	5+	Destroyer
Crushing Bulk	Melee	Melee	User	9+	10+	-

**FACTION KEYWORDS:** NECRONS, C'TAN SHARDS, <DYNASTY>

**KEYWORDS:** SUPER-HEAVY, VEHICLE, TITANIC, FLY, TESSERACT VAULT