

Super-Heavy Auxiliary Detachment (Necrons) [25 PL, 496pts]

No Force Org Slot

Dynasty Choice

Selections: Dynasty: Nihilakh

Categories: No FORCE ORG SLOT

Abilities	Description	Ref
Aggressively Territorial	Re-roll hit rolls of 1 for units with this code whenever they shoot, including when firing Overwatch, as long as they did not move in the preceding Movement phase and they have not disembarked from a Transport during this turn.	Codex: Necrons

Lord of War [25 PL, 496pts]

Tesseract Vault [25 PL, 496pts]

Categories: FACTION: (DYNASTY), FACTION: C'TAN SHARDS, FACTION: NECRONS, FLY, TESSERACT VAULT, TITANIC, VEHICLE, LORD OF WAR

Abilities: Powers of the C'tan (Vault), Transtemporal Force Field, Vengeance of the Enchained, **Unit Wound Track (Vault)**: Tesseract Vault Track 1, Tesseract Vault Track 2, Tesseract Vault Track 3, **Unit**: Tesseract Vault, **Weapon**: Telsa Sphere

Abilities	Description	Ref
Powers of the C'tan (Vault)	This model knows four Powers of the C'tan. It can use a number of different Powers of the C'tan equal to the number in the damage table above at the end of each of your Movement phases.	Codex: Necrons
Transtemporal Force Field	This model has a 4+ invulnerable save.	Codex: Necrons
Vengeance of the Enchained	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4+ the Transcendent C'tan contained within takes their vengeance, and each unit within 2D6" suffers D6 mortal wounds.	Codex: Necrons

Unit Wound Track (Vault)	Remaining Wounds	Movement	Ballistic Skill	Powers of the C'tan	Ref
Tesseract Vault Track 1	15-28+	8"	3+	3	Codex: Necrons
Tesseract Vault Track 2	8-14	6"	4+	2	Codex: Necrons
Tesseract Vault Track 3	1-7	4"	5+	1	Codex: Necrons

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tesseract Vault	*	6+	*	8	7	28	3	10	3+	Codex: Necrons

Weapon	Range	Type	S	AP	D	Abilities	Ref
Telsa Sphere	24"	Assault 5	7	0	1	Each hit roll of 6+ with this weapon causes 3 hits instead of 1.	Codex: Necrons

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Categories: FACTION: (DYNASTY), FACTION: C'TAN SHARDS, FACTION: NECRONS, FLY, TESSERACT VAULT, TITANIC, VEHICLE, LORD OF WAR

Abilities: Powers of the C'tan (Vault), Transtemporal Force Field, Vengeance of the Enchained, **Unit Wound Track (Vault)**: Tesseract Vault Track 1, Tesseract Vault Track 2, Tesseract Vault Track 3, **Unit**: Tesseract Vault, **Weapon**: Telsa Sphere

Abilities	Description	Ref
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Vault [25 PL, 496pts]

Abilities: Faction: (DYNASTY), Faction: C'TAN SHARDS, Faction: NECRONS, FLY, TESSERACT VAULT, TITANIC, VEHICLE, LORD OF WAR

Rules: Powers of the C'tan (Vault), Transtemporal Force Field, Vengeance of the Enchained, **Unit Wound Track (Vault):** Tesseract Vault Track 1, Tesseract Vault Track 2, Tesseract Vault Track 3, **Unit:** Tesseract Vault, **Weapon:** Telsa Sphere

Abilities	Description	Ref
Powers of the C'tan (Vault)	This model knows four Powers of the C'tan. It can use a number of different Powers of the C'tan equal to the number in the damage table above at the end of each of your Movement phases.	Codex: Necrons
Transtemporal Force Field	This model has a 4+ invulnerable save.	Codex: Necrons
Vengeance of the Enchained	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4+ the Transcendent C'tan contained within takes their vengeance, and each unit within 2D6" suffers D6 mortal wounds.	Codex: Necrons

Unit Wound Track (Vault)	Remaining Wounds	Movement	Ballistic Skill	Powers of the C'tan	Ref
Tesseract Vault Track 1	15-28+	8"	3+	3	Codex: Necrons
Tesseract Vault Track 2	8-14	6"	4+	2	Codex: Necrons
Tesseract Vault Track 3	1-7	4"	5+	1	Codex: Necrons

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Tesseract Vault	*	6+	*	8	7	28	3	10	3+	Codex: Necrons

Weapon	Range	Type	S	AP	D	Abilities	Ref
Telsa Sphere	24"	Assault 5	7	0	1	Each hit roll of 6+ with this weapon causes 3 hits instead of 1.	Codex: Necrons

Spearhead Detachment +1CP (Necrons) [55 PL, 1006pts]**No Force Org Slot****Dynasty Choice**

Selections: Dynasty: Nihilakh

Categories: No FORCE ORG SLOT

Abilities	Description	Ref
Aggressively Territorial	Re-roll hit rolls of 1 for units with this code whenever they shoot, including when firing Overwatch, as long as they did not move in the preceding Movement phase and they have not disembarked from a Transport during this turn.	Codex: Necrons

HQ [5 PL, 85pts]**Cryptek [5 PL, 85pts]**

Selections: Artefact (Nihilakh): Timesplinter Cloak, Canoptek Cloak [5pts], Staff of Light [10pts], Warlord

Categories: CHARACTER, CRYPTEK, Faction: (DYNASTY), Faction: NECRONS, INFANTRY, HQ

Rules: Living Metal

Abilities: Artefact (Nihilakh): Timesplinter Cloak, Canoptek Cloak, Technomancer, **Unit:** Cryptek (Canoptek Cloak), **Weapon:** Staff of

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ries: CHARACTER, CRYPTEK, FACTION: (DYNASTY), FACTION: NECRONS, INFANTRY, HQ

Living Metal

Abilities: Artefact (Nihilakh): Timesplinter Cloak, Canoptek Cloak, Technomancer, **Unit:** Cryptek (Canoptek Cloak), **Weapon:** Staff of Light (Melee), Staff of Light (Shooting)

Abilities	Description	Ref
Artefact (Nihilakh): Timesplinter Cloak	Once per battle, you can re-roll a single hit roll, wound roll, or damage roll made for the bearer of the Timesplinter Cloak. In addition, roll a dice each time the bearer loses a wound; on a 5+, the model does not lose that wound.	Codex: Necrons
Canoptek Cloak	A model equipped with a Canoptek cloak has a Move characteristic of 10" and gains the FLY keyword. In addition, at the start of your turn you can select one friendly <DYNASTY> model that has the Living Metal ability and that is within 3" of this model. That model regains D3 lost wounds, rather than 1, from its Living Metal ability.	Codex: Necrons
Technomancer	Add 1 to all Reanimation Protocol rolls for models from <DYNASTY> units within 3" of any friendly <DYNASTY> CRYPTEKS.	Codex: Necrons

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Cryptek (Canoptek Cloak)	10"	3+	3+	4	4	4	1	10	4+	Codex: Necrons

Weapon	Range	Type	S	AP	D	Abilities	Ref
Staff of Light (Melee)	Melee	Melee	User	-2	1	-	Codex: Necrons
Staff of Light (Shooting)	12"	Assault	3	5	-2	1	Codex: Necrons

Elites [12 PL, 225pts]

C'tan Shard of the Deceiver [12 PL, 225pts]

Categories: FACTION: C'TAN SHARDS, FACTION: NECRONS, C'TAN SHARD OF THE DECEIVER, CHARACTER, FLY, MONSTER, ELITES

Abilities: Dread, Enslaved Star God, Grand Illusion, Necrodermis, Powers of the C'tan, Reality Unravels, **Unit:** C'tan Shard of the Deceiver, **Weapon:** Star-God Fists

Abilities	Description	Ref
Dread	Your opponent must add 1 to Morale tests for any enemy units within 12" of the C'tan Shard of the Deceiver.	Codex: Necrons
Enslaved Star God	This model can never have a Warlord Trait.	Codex: Necrons
Grand Illusion	At the beginning of the first battle round, but before the first turn begins, you can remove the C'tan Shard of the Deceiver and/or up to D3 other friendly NECRONS units from the battlefield, then set them up again more than 12" from any enemy models. If you do so, these units cannot charge in your first turn.	Codex: Necrons
Necrodermis	This model has a 4+ invulnerable save.	Codex: Necrons
Powers of the C'tan	This model knows two Powers of the C'tan. It can use one of its powers at the end of each of its Movement phases.	Codex: Necrons
Reality Unravels	If this model is ever reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 4+ its necrodermis tears a hole in reality, and each unit within 3" suffers D3 mortal wounds.	Codex: Necrons

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
C'tan Shard of the Deceiver	8"	2+	2+	7	7	8	4	10	4+	Codex: Necrons

Weapon	Range	Type	S	AP	D	Abilities	Ref
Star-God Fists	Melee	Melee	User	-4	3	-	Codex: Necrons

Fast Attack [8 PL, 117pts]

Canoptek Scarabs [4 PL, 52pts]

Selections: 4x Canoptek Scarab Swarm [52pts]

Categories: CANOPTEK SCARABS, FACTION: CANOPTEK, FACTION: (DYNASTY), FACTION: NECRONS, FLY, SWARM, FAST ATTACK

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Scarab Swarm	10"	4+	-	3	3	3	4	10	6+	Codex: Necrons

Canoptek Scarabs [4 PL, 52pts]

Selections: 4x Canoptek Scarab Swarm [52pts]

Categories: CANOPTEK SCARABS, FACTION: CANOPTEK, FACTION: (DYNASTY), FACTION: NECRONS, FLY, SWARM, FAST ATTACK

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Scarab Swarm	10"	4+	-	3	3	3	4	10	6+	Codex: Necrons

Weapon	Range	Type	S	AP	D	Abilities	Ref
Feeder Mandibles	Melee	Melee	User	0	1	If the target's Toughness is higher than this attack's Strength, this weapon always wounds the target on a wound roll of 5+.	Codex: Necrons

Canoptek Scarabs [4 PL, 65pts]

Selections: 5x Canoptek Scarab Swarm [65pts]

Categories: CANOPTEK SCARABS, FACTION: CANOPTEK, FACTION: (DYNASTY), FACTION: NECRONS, FLY, SWARM, FAST ATTACK

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Scarab Swarm	10"	4+	-	3	3	3	4	10	6+	Codex: Necrons

Weapon	Range	Type	S	AP	D	Abilities	Ref
Feeder Mandibles	Melee	Melee	User	0	1	If the target's Toughness is higher than this attack's Strength, this weapon always wounds the target on a wound roll of 5+.	Codex: Necrons

Heavy Support [30 PL, 579pts]**Doomsday Ark [10 PL, 193pts]**

Categories: FACTION: NECRONS, FACTION: (DYNASTY), FLY, VEHICLE, DOOMSDAY ARK, HEAVY SUPPORT

Rules: *Living Metal*Abilities: *Explodes (Ark)*, *Hovering (Ark/Barge)*, *Quantum Shielding*, **Unit Wound Track (Movement/BS/A):** *Doomsday Ark Track 1*, *Doomsday Ark Track 2*, *Doomsday Ark Track 3*, **Unit:** *Doomsday Ark*, **Weapon:** *Doomsday Cannon (High Power)*, *Doomsday Cannon (Low Power)*, *Gauss Flayer Array*

Abilities	Description	Ref
Explodes (Ark)	If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield and before any units disembark. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.	Codex: Necrons
Hovering (Ark/Barge)	Instead of measuring distances and ranges to and from this model's base, measure to and from this model's hull or base (whichever is closer).	Codex: Necrons
Quantum Shielding	Each time this model fails a saving throw, roll a D6. If the result is less than the damage inflicted by that attack, the damage is ignored (e.g. if this model suffers 4 damage, if you then roll a 3 or less the damage is ignored). Quantum Shielding cannot prevent damage caused by mortal wounds.	Codex: Necrons

Unit Wound Track (Movement/BS/A)	Remaining Wounds	Movement	Ballistic Skill	Attacks	Ref
Doomsday Ark Track 1	8-14+	12"	3+	3	IA: Xenos
Doomsday Ark Track 2	4-7	8"	4+	D3	IA: Xenos
Doomsday Ark Track 3	1-3	4"	5+	1	IA: Xenos

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Doomsday Ark	*	6+	*	6	6	14	*	10	4+	Codex: Necrons

Weapon	Range	Type	S	AP	D	Abilities	Ref
Doomsday Cannon (High Power)	72"	Heavy D6	10	-5	D6	A model can only fire the doomsday cannon at high power if it remained stationary in its preceding Movement phase.	Codex: Necrons
Doomsday Cannon (Low Power)	36"	Heavy D6	8	-2	D3	-	Codex: Necrons
Gauss Flayer Array	24"	Rapid Fire 5	4	-1	1	-	Codex: Necrons

Doomsday Ark [10 PL, 193pts]

Categories: FACTION: NECRONS, FACTION: (DYNASTY), FLY, VEHICLE, DOOMSDAY ARK, HEAVY SUPPORT

Rules: *Living Metal*

Abilities: *Explodes (Ark)*, *Hovering (Ark/Barge)*, *Quantum Shielding*, **Unit Wound Track (Movement/BS/A):** *Doomsday Ark Track 1*, *Doomsday Ark Track 2*, *Doomsday Ark Track 3*, **Unit:** *Doomsday Ark*, **Weapon:** *Doomsday Cannon (High Power)*, *Doomsday Cannon (Low Power)*, *Gauss Flyer Array*

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