

# NECRONS

# ARMY RULE

The scattered dynasties of the Necrons pursue many different paths to dominance, embracing their own traditions and martial doctrines. All dynasties also benefit from the nigh-supernatural technologies that once saw them dominate the galaxy, perhaps the most unsettling of which are their reanimation protocols. Should a Necron be slain, its body becomes wreathed in an eerie glow. Crawling limbs reattach, sundered torsos and smashed skulls reform and the Necron rises again, shambling back into battle.

## REANIMATION PROTOCOLS

If your Army Faction is **NECRONS**, at the end of your Command phase, each unit from your army with this ability activates its Reanimation Protocols and reanimates D3 wounds. Each time such a unit reanimates a wound:

- If that unit contains one or more models with fewer than their starting number of wounds remaining, select one of those models; that model regains one lost wound.
- If all models in that unit have their starting number of wounds, but that unit is not at its Starting Strength, one destroyed model is returned to that unit with one wound remaining.

Once such a unit is at its Starting Strength and all of its models have their starting number of wounds, nothing further happens.

**Example:** A unit of *Lokhust Destroyers* (which have a Wounds characteristic of 3) activates its Reanimation Protocols. The unit had a Starting Strength of 3, but currently contains 2 models, and one of those models has lost 1 wound. A 3 is rolled to see how many wounds are reanimated. The first of these reanimated wounds restores the wounded *Lokhust Destroyer* back to 3 wounds. The second of these reanimated wounds returns the destroyed *Lokhust Destroyer* to the battlefield with 1 wound remaining. The third of these reanimated wounds restores one of the remaining lost wounds to the same *Lokhust Destroyer* that was just returned. The unit now contains 3 models, two of which have 3 wounds remaining and one of which has 2 wounds remaining.



## NECRONS – AWAKENED DYNASTY

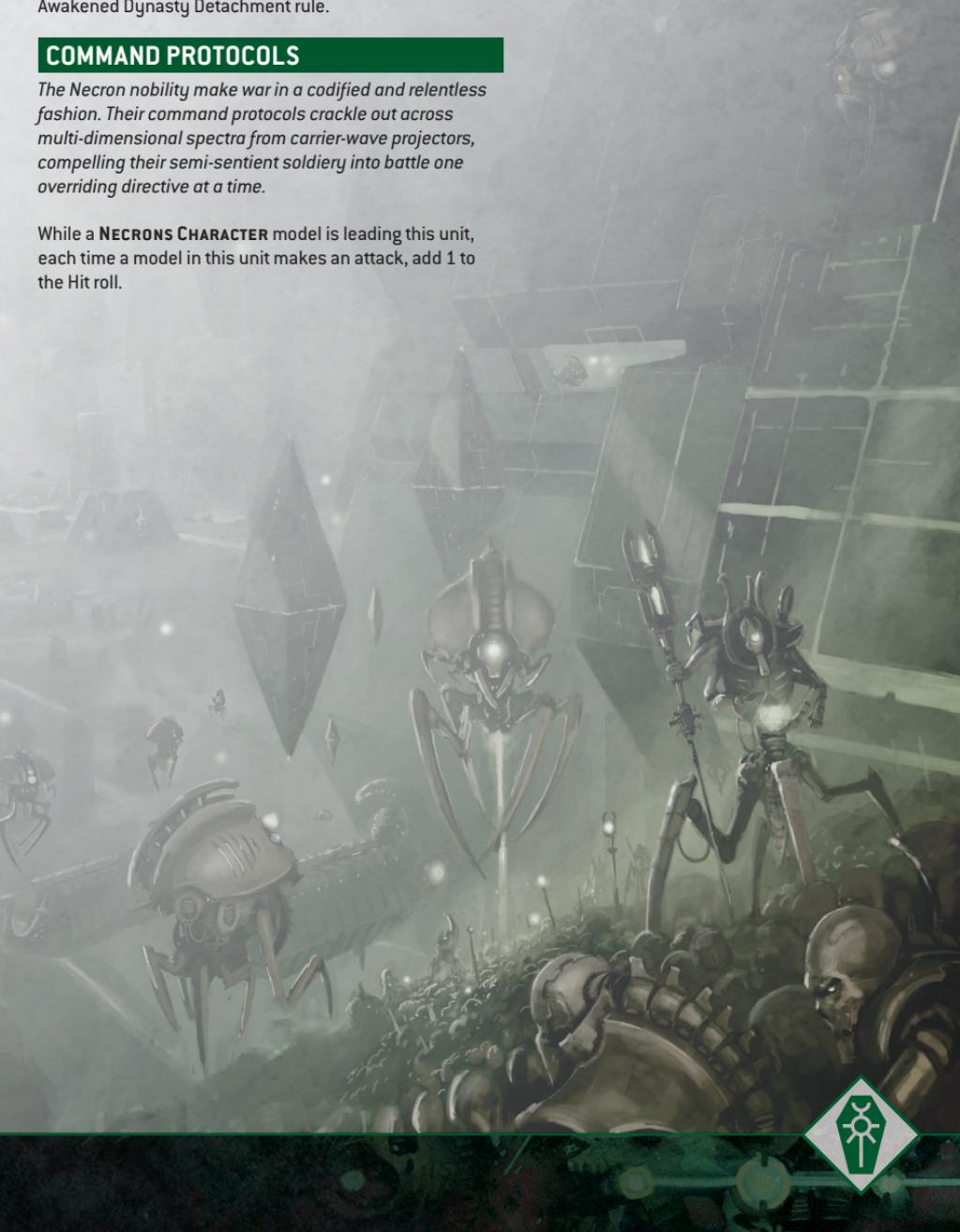
# DETACHMENT RULE

If your Army Faction is **NECRONS**, you can use this Awakened Dynasty Detachment rule.

### COMMAND PROTOCOLS

*The Necron nobility make war in a codified and relentless fashion. Their command protocols crackle out across multi-dimensional spectra from carrier-wave projectors, compelling their semi-sentient soldiery into battle one overriding directive at a time.*

While a **NECRONS CHARACTER** model is leading this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.



# NECRONS – AWAKENED DYNASTY

## STRATAGEMS

If you are using the Awakened Dynasty Detachment rule, you can use these Awakened Dynasty Stratagems.

### PROTOCOL OF THE ETERNAL GUARDIAN

#### AWAKENED DYNASTY – EPIC DEED STRATAGEM

  
1CP

*Necron rulers possess sophisticated self-repair systems that can reknit their corporeal forms so they can once more command their legions.*

**WHEN:** Any phase.

**TARGET:** One **NECRONS INFANTRY**

**CHARACTER** model from your army that was just destroyed.

**EFFECT:** Set your model back up on the battlefield as close as possible to where it was destroyed and more than 1" away from all enemy models, with half of its starting number of wounds remaining.

**RESTRICTIONS:** Each model can only be targeted with this Stratagem once per battle.

### PROTOCOL OF THE HUNGRY VOID

#### AWAKENED DYNASTY – BATTLE TACTIC STRATAGEM

  
1CP

*The Necrons strike with data-augmented accuracy, their murderous attacks as inescapable as the killing cold of space.*

**WHEN:** Fight phase.

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

**EFFECT:** Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit. In addition, If a **NECRONS CHARACTER** is leading your unit, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1.

### PROTOCOL OF THE CONQUERING TYRANT

#### AWAKENED DYNASTY – BATTLE TACTIC STRATAGEM

  
1CP

*The legions employ the strategies of their masters in perfect synchronicity, laying down hails of mechanically coordinated fire.*

**WHEN:** Your Shooting phase.

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

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack that targets a unit within half of the firing weapon's range, you can re-roll the Wound roll. If a **NECRONS CHARACTER** is leading your unit, until the end of the phase, this effect applies at the firing weapon's full range instead.



# NECRONS – AWAKENED DYNASTY

## STRATAGEMS

If you are using the Awakened Dynasty Detachment rule, you can use these Awakened Dynasty Stratagems.



### PROTOCOL OF THE UNDYING LEGIONS

#### AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

*At a hissing static signal, nanoscarabs are released in boiling black clouds that whirl about the legions and effect constant repairs.*

**1CP**

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

**TARGET:** One **NECRONS** unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

**EFFECT:** Your unit activates its Reanimation Protocols and reanimates D3 wounds. When doing so, if a **NECRONS CHARACTER** is leading your unit, your unit reanimates D3+1 wounds instead.



### PROTOCOL OF THE SUDDEN STORM

#### AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

*Arcing energies leap from one Necron unit to the next, lending speed to their limbs and causing their eye lenses to blaze.*

**1CP**

**WHEN:** Your Movement phase.

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

**EFFECT:** Until the end of the turn, ranged weapons equipped by models in your unit have the **[ASSAULT]** ability. In addition, if a **NECRONS CHARACTER** is leading your unit, until the end of the phase, you can re-roll Advance rolls made for your unit.



### PROTOCOL OF THE VENGEFUL STARS

#### AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

*In response to enemy attack, criss-cross fire leaps from the Necron ranks, forming a blazing corona of deadly energy from which there can be no escape.*

**1CP**

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

**TARGET:** One **NECRONS** unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

**EFFECT:** Your unit can shoot as if it were your Shooting phase, but it must target the enemy unit that just attacked it, and can only do so if that enemy unit is an eligible target. In addition, if a **NECRONS CHARACTER** is leading your unit, until the end of the phase, ranged weapons equipped by models in your unit have the **[IGNORES COVER]** ability.



# NECRONS – AWAKENED DYNASTY ENHANCEMENTS

If you are using the Awakened Dynasty Detachment rule, you can use these Awakened Dynasty Enhancements.

## VEIL OF DARKNESS

*This device was fashioned from transpositanium, a substance so rare that it can only be found in a handful of places in the galaxy. It is highly sought after by the Necrons, and wars have been waged to secure it. Activated with a thought, the Veil causes space and time to warp around its user and those near them, enfolding them in a swirling darkness. As the darkness fades, the user and their comrades appear elsewhere on the battlefield, transported through a miracle of arcane science.*

**NECRONS** model only. Once per battle, at the end of your opponent's turn, if the bearer's unit is not within Engagement Range of any enemy units, the bearer can use this Enhancement. If it does, remove that unit from the battlefield. Then, in the Reinforcements step of your next Movement phase, set up that unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

## HYPERMATERIAL ABLATOR

*By simply pointing and activating this slender quasinium rod, the bearer shrouds their allies in a whirling field of accumulated hypermatter.*

**NECRONS** model only. While the bearer is leading a unit, models in that unit have the Stealth ability. In addition, each time a ranged attack targets the bearer's unit, if the attacker is not within 12", models in that unit have the Benefit of Cover.

## THE SOVEREIGN CORONAL (AURA)

*A band of living quicksilver, this strange artefact is shot through with artificial networks of command-wave nano-circuitry. This strange pseudo-animate crown is gifted to especially prominent nobles. As it is donned it sinks through the metallic skin of its wearer's brow and meshes with their synthetic cortex, enhancing and projecting their dominating will through multiple spectra across a substantial distance.*

**NECRONS** model only. While a friendly **NECRONS** unit is within 6" of the bearer, that unit counts as being led by a **NECRONS CHARACTER** model.

**Designer's Note:** This means that units within range of this Aura ability will benefit from the Command Protocols ability and will count as containing a **CHARACTER** for the purposes of any Awakened Dynasty Stratagems.

## SEMPITERNAL WEAVE

*Only the finest Cryptek artificers know the secret of crafting a Sempiternal Weave. These gossamer-thin plates are formed from phase-hardened amarathine and threads of adamantine. They are then layered over the bearer's carapace of living metal, stiffening and contracting when struck to turn aside energy blades, bolt shells and even the searing heat of a plasma burst.*

**NECRONS** model only. The bearer has the Feel No Pain 4+ ability.



