

# OVERLORD

M

5"

T

5

SV

2+

W

6

LD

6+

OC

1



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Staff of light	18"	3	2+	5	-2	1
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
Overlord's blade [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2
Staff of light	Melee	4	2+	5	-2	1
Voidscythe [DEVASTATING WOUNDS]	Melee	3	3+	12	-3	3

## ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

**My Will Be Done:** Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if you have already targeted a different unit with that Stratagem this phase.

**Implacable Resilience:** Each time an attack is allocated to this model, subtract 1 from that attack's Damage characteristic.

## WARGEAR ABILITIES

**Resurrection Orb:** While the bearer is leading a unit, that unit's Reanimation Protocols activate at the end of your opponent's Command phase in addition to at the end of yours.

INVULNERABLE SAVE

4+

KEYWORDS: INFANTRY, CHARACTER, NOBLE, OVERLORD



FACTION KEYWORDS:  
**NECRONS**

# OVERLORD

*Overlords lead the Necron dynasties in battle. Their android minds are tremendously swift, their bodies implacably resilient and their weapons eldritch, ancient and lethal. Yet it is the Overlords' indomitable wills that are perhaps their most fearsome assets, for with these they drive entire armies to war.*



## WARGEAR OPTIONS

- This model's tachyon arrow and Overlord's blade can be replaced with one of the following:
  - 1 Overlord's blade
  - 1 staff of light
  - 1 voidscythe
- If this model is not equipped with a tachyon arrow, it can be equipped with 1 resurrection orb.

## UNIT COMPOSITION

- 1 Overlord

This model is equipped with: tachyon arrow; Overlord's blade.

## LEADER

This model can be attached to the following units:

- IMMORTALS
- Lychguard
- NECRON WARRIORS

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