

# THE SILENT KING

M	T	SV	W	LD	OC
7"	10	2+	16	5+	6
7"	10	2+	5	5+	1

SZAREKH

TRIARCHAL MENHIR



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Annihilator beam	24"	1	2+	14	-4	6
Sceptre of Eternal Glory [DEVASTATING WOUNDS]	24"	2	2+	10	-3	3
Staff of Stars [INDIRECT FIRE]	24"	12	2+	6	-1	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1
Scythe of Dust [LETHAL HITS]	Melee	12	2+	8	-3	2

## TRIARCH ABILITIES

**Phaeron of the Stars (Aura):** While a friendly **NECRONS** unit is within 6" of this unit's Szarekh model, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

**Phaeron of the Blades (Aura):** While a friendly **NECRONS** unit is within 6" of this unit's Szarekh model, you can re-roll Charge rolls made for that unit.

**Bringer of Unity (Aura):** While a friendly **NECRONS** unit is within 6" of this unit's Szarekh model, you can ignore any or all modifiers to the characteristics of models in that unit and to any roll or test made for models in that unit (excluding modifiers to saving throws).

## ABILITIES

**CORE:** Deadly Demise D6+3

**FACTION:** Reanimation Protocols

**Voice of the Triarch:** At the start of the battle round, select one Triarch ability (see left). Until the start of the next battle round, this unit has that ability.

**The Silent King:** Once per turn, at the end of your Command phase, you can select one friendly Battle-shocked **NECRONS** unit within 12" of this unit's Szarekh model. That unit is no longer Battle-shocked.

## DAMAGED: 1-6 WOUNDS REMAINING

While this unit's Szarekh model has 1-6 wounds remaining, halve the Attacks characteristic of that model's weapons, and each time this unit makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE

4+

KEYWORDS: VEHICLE, CHARACTER, EPIC HERO, FLY, THE SILENT KING



FACTION KEYWORDS:  
**NECRONS**

# THE SILENT KING

*The Silent King rides to war aboard his dais of dominion, flanked by the phaerons of his Triarch and orbited by crackling noctilith menhirs. He unleashes god-like powers of annihilation upon his dismayed foes, even as his absolute authority radiates out to empower the Necron legions and drive them to inevitable victory.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Szarekh – EPIC HERO
- 2 Triarchal Menhirs

Szarekh is equipped with: Sceptre of Eternal Glory; Staff of Stars; Scythe of Dust.

Every Triarchal Menhir is equipped with: annihilator beam; close combat weapon.

## SUPREME COMMANDER

If this unit is in your army, it must be your **WARLORD**.

## TRIARCHAL MENHIRS

If this unit's Szarekh model is destroyed, all of this unit's remaining Triarchal Menhir models are also destroyed.

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FACTION KEYWORDS:  
**NECRONS**