

# Test [1995pts]

Army Roster [1995pts] (Xenos - Necrons)

- Battle Size: Strike Force (2000 Point limit)
- Detachment Choice: Hypercrypt Legion
- Show/Hide Options:

NAME	ROLE	PTS	OPTIONS
Imotekh the Stormlord	Epic Hero	100	Gauntlet of Fire, Staff of the Destroyer, Warlord
Hexmark Destroyer	Character	70	Close combat weapon, Enmitic disintegrator pistols
Overlord	Character	105	Osteoclave Fulcrum, Resurrection orb, Voidscythe
Plasmancer	Character	65	Dimensional Overseer, Plasmic lance
Technomancer	Character	85	Arisen Tyrant, Staff of light
Transcendant C'tan	Character	275	Crackling tendrils, Seismic assault
(5) Immortals	Battleline	70	5x Immortal: Close combat weapon, Tesla carbine
(20) Necron Warriors	Battleline	200	10x Warrior w/ gauss flayer: Close combat weapon, Gauss flayer 10x Warrior w/ gauss reaper: Close combat weapon, Gauss reaper
(2) Cryptothralls	Infantry	60	2x Cryptothrall: Scouring eye, Scythed limbs
(5) Deathmarks	Infantry	65	5x Deathmark: Close combat weapon, Synaptic disintegrator
(10) Flayed Ones	Infantry	140	10x Flayed One: Flayer claws
(5) Lychguard	Infantry	85	5x Lychguard: Warscythe
(3) Canoptek Scarab Swarms	Swarm	40	3x Canoptek Scarab Swarm: Feeder mandibles
(3) Lokhust Heavy Destroyers	Mounted	150	2x Destroyer w/ enmitic exterminator: Close combat weapon, Enmitic exterminator 1x Destroyer w/ gauss destructor: Close combat weapon, Gauss destructor
(3) Tomb Blades	Mounted	75	1x Tomb Blade: Close combat weapon, Shadowloom, Twin tesla carbine 2x Tomb Blade: Close combat weapon, Shadowloom, Particle beamer
Canoptek Doomstalker	Vehicle	135	Doomsday blaster, Doomstalker limbs, Twin gauss flayer
Canoptek Reanimator	Vehicle	75	2x Atomiser beam, Reanimator's claws
Doomsday Ark	Vehicle	200	Armoured bulk, Doomsday cannon, 2x Gauss flayer array

## IMOTEKH THE STORMLORD

70 PTS		HEXMARK DESTROYER						
Unit		M	T	SV		W	LD	OC
Hexmark Destroyer		8"	5	3+		5	6+	1
Abilities		Description						
Inescapable Death		Once per turn, one unit from your army with this ability can be targeted with the Fire Overwatch Stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase. In addition, each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 2+.						
Multi-threat Eliminator		Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attack that targets a friendly NECRONS unit within 3" of a model with this ability, after that enemy has shot, one model with this ability that is within 3" of that target can shoot as if it were your Shooting phase, but must target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.						
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Close combat weapon		Melee	4	3+	5	0	1	-
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Enmitic disintegrator pistols		18"	6	2+	6	-2	1	Ignores Cover, Pistol
Rules	Hyperphasing, Deep Strike, Lone Operative, Reanimation Protocols, Pistol, Ignores Cover							
Factions	Faction: Necrons							
Keywords	Character, Infantry, Destroyer Cult, Hexmark Destroyer							

105 PTS		OVERLORD					
Unit	M	T	SV	W	LD	OC	
Overlord	5"	5	2+	6	6+	1	
Abilities	Description						
Leader	This model can be attached to the following units: ■ IMMORTALS ■ Lychguard ■ Necron Warriors						
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.						
Invulnerable Save	This model has a 4+ invulnerable save.						
Resurrection orb	Once per battle, while the bearer is leading a unit, at the end of any phase, it can resurrect that unit if it is on the battlefield. When you do, that unit's Reanimation Protocols are activated reanimating D6 wounds instead of D3 when doing so. You cannot resurrect more than one unit per turn.						
Osteoclave Fulcrum	NECRONS model only. Models in the bearer's unit have the Deep Strike ability.						
Melee Weapons	Range	A	WS	S	AP	D	Keywords
Voidscythe	Melee	3	3+	12	-3	3	Devastating Wounds
Rules	Hyperphasing, Leader, Reanimation Protocols, Devastating Wounds						
Factions	Faction: Necrons						
Keywords	Character, Infantry, Noble, Overlord						

65 PTS		PLASMANCER					
Unit	M	T	SV	W	LD	OC	
Plasmancer	5"	4	4+	4	6+	1	
Abilities	Description						
Leader	<p>This model can be attached to the following units:</p> <ul style="list-style-type: none"> <li>■ IMMORTALS</li> <li>■ NECRON WARRIORS</li> </ul> <p>You can attach this model to one of the above units even if one ROYAL WARDEN or NOBLE model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.</p>						
Harbinger of Destruction	While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.						
Living Lightning	In your Shooting phase, select one enemy unit within 18" of and visible to this model and roll four D6: for each 4+, that enemy unit suffers 1 mortal wound.						
Dimensional Overseer	NECRONS model only. While the bearer is on the battlefield or in Strategic Reserves, add 1 to the number of units from your army that you can select for the Hyperphasing rule.						
Melee Weapons	Range	A	WS	S	AP	D	Keywords
Plasmic lance	Melee	2	4+	7	-3	2	-
Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Plasmic lance	18"	3	4+	7	-3	2	-
Rules	Hyperphasing, Leader, Reanimation Protocols						
Factions	Faction: Necrons						
Keywords	Character, Infantry, Cryptek, Plasmancer						

## TECHNOMANCER

275 PTS		TRANSCENDANT C'TAN						
Unit		M	T	SV	W	LD	OC	
Transcendant C'tan		6"	11	4+	12	6+	4	
Abilities		Description						
Invulnerable Save		This model has a 4+ invulnerable save.						
Transdimensional Displacement		Each time this model is selected to Advance, you can remove it from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.						
C'tan Shard		This model cannot be given Enhancements						
Necrodermis		Each time an attack is allocated to this model, halve the Damage characteristic of that attack.						
Enslaved Star God		This model cannot be your WARLORD.						
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Crackling tendrils		Melee	8	2+	9	-3	D6	Sustained Hits 1
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Seismic assault		12"	6	2+	8	-2	D3	Assault, Sustained Hits 1
Rules	Hyperphasing, Reanimation Protocols, Deadly Demise D6, Deep Strike, Feel No Pain 5+, Assault, Sustained Hits							
Factions	Faction: Necrons							
Keywords	Character, Monster, Fly, Transcendant C'tan							

## TRANSCENDANT C'TAN

Unit	M	T	SV	W	LD	OC	
Transcendant C'tan	6"	11	4+	12	6+	4	
Abilities	Description						
Invulnerable Save	This model has a 4+ invulnerable save.						
Transdimensional Displacement	Each time this model is selected to Advance, you can remove it from the battlefield and set it up again anywhere on the battlefield that is more than 9" horizontally away from all enemy models.						
C'tan Shard	This model cannot be given Enhancements						
Necrodermis	Each time an attack is allocated to this model, halve the Damage characteristic of that attack.						
Enslaved Star God	This model cannot be your WARLORD.						
Melee Weapons	Range	A	WS	S	AP	D	Keywords
Crackling tendrils	Melee	8	2+	9	-3	D6	Sustained Hits 1
Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Seismic assault	12"	6	2+	8	-2	D3	Assault, Sustained Hits 1
Rules	Hyperphasing, Reanimation Protocols, Deadly Demise D6, Deep Strike, Feel No Pain 5+, Assault, Sustained Hits						
Factions	Faction: Necrons						
Keywords	Character, Monster, Fly, Transcendant C'tan						

## IMMORTALS

200 PTS			NECRON WARRIORS													
Unit			M		T		SV		W		LD		OC			
Necron Warriors			5"		4		4+		1		7+		2			
Abilities		Description														
Their Number is Legion		Each time this unit's Reanimation Protocols activate, you can re-roll the dice to see how many wounds are regenerated.														
Melee Weapons			Range		A		WS		S		AP		D		Keywords	
Close combat weapon			Melee		1		4+		4		0		1		-	
Ranged Weapons		Range		A		BS		S		AP		D		Keywords		
Gauss flyer		24"		1		4+		4		0		1		Lethal Hits, Rapid Fire 1		
Gauss reaper		12"		2		4+		4		-1		1		Lethal Hits		
Rules	Hyperphasing, Reanimation Protocols, Lethal Hits, Rapid Fire															
Factions	Faction: Necrons															
Keywords	Battleline, Infantry, Necron Warriors															

## CRYPTOTHRALLS

Unit	M	T	SV	W	LD	OC	
Cryptothralls	5"	4	3+	3	8+	1	
Abilities	Description						
Bound Creation	While this unit is in the same unit as a CRYPTOTEK model, that CRYPTOTEK model has the Feel No Pain 4+ ability.						
Systematic Vigour	Each time a CRYPTOTHRALL model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and it is then removed from play.						
Cryptek Retinue	At the start of the Declare Battle Formations step, this unit can join one other unit from your army that is being led by a CRYPTOTEK model (a unit cannot have more than one CRYPTOTHRALLS unit joined to it). If it does, until the end of the battle, every model in this unit counts as being part of that Bodyguard unit, and that Bodyguard unit's Starting Strength is increased accordingly.						
Melee Weapons	Range	A	WS	S	AP	D	Keywords
Scythed limbs	Melee	4	4+	5	-1	1	-
Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Scouring eye	6"	2	4+	5	-1	1	-
Rules	Hyperphasing, Reanimation Protocols						
Factions	Faction: Necrons						
Keywords	Infantry, Cryptothralls						

65 PTS		DEATHMARKS						
Unit		M	T	SV	W	LD	OC	
Deathmarks		5"	5	3+	1	7+	1	
Abilities	Description							
Hyperspace Hunters	Once per turn, in the Reinforcements step of your opponent's Movement phase, when an enemy unit is set up on the battlefield from Reserves within 18" of and visible to this unit, this unit can shoot as if it were your Shooting phase, but must only target that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.							
Melee Weapons		Range	A	WS	S	AP	D	Keywords
Close combat weapon		Melee	2	3+	4	0	1	-
Ranged Weapons		Range	A	BS	S	AP	D	Keywords
Synaptic disintegrator		36"	1	3+	5	-2	2	Heavy, Precision
Rules	Hyperphasing, Reanimation Protocols, Deep Strike, Heavy, Precision							
Factions	Fraction: Necrons							
Keywords	Infantry, Deathmarks							

## CANOPTTEK SCARAB SWARMS

150 PTS		LOKHUST HEAVY DESTROYERS									
Unit					M	T	SV	W	LD	OC	
Lokhust Heavy Destroyers					8"	6	3+	4	7+	2	
Abilities		Description									
Optimised for Slaughter		Each time a model in this unit makes an attack with an enmitic exterminator that targets a unit (excluding MONSTERS and VEHICLES), re-roll a Wound roll of 1. Each time a model in this unit makes an attack with a gauss destructor against a MONSTER or VEHICLE unit, re-roll a Wound roll of 1.									
Melee Weapons				Range		A	WS	S	AP	D	Keywords
Close combat weapon				Melee		2	3+	4	0	1	-
Ranged Weapons		Range	A	BS	S	AP	D	Keywords			
Enmitic exterminator		36"	6	3+	6	-1	1	Heavy, Rapid Fire 6, Sustained Hits 1			
Gauss destructor		48"	1	3+	14	-4	6	Heavy, Lethal Hits			
Rules	Hyperphasing, Reanimation Protocols, Heavy, Sustained Hits, Rapid Fire, Lethal Hits										
Factions	Faction: Necrons										
Keywords	Mounted, Fly, Destroyer Cult, Lokhust Heavy Destroyers										

## TOMB BLADES

Unit			M		T		SV		W		LD		OC	
Tomb Blade			12"		5		4+		2		7+		2	
Abilities		Description												
Evasion Engrams		In your Shooting phase, after this unit has shot, it can make a Normal Move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.												
Shadowloom		The bearer has the Stealth ability.												
Melee Weapons					Range		A	WS	S	AP	D	Keywords		
Close combat weapon					Melee		1	4+	4	0	1	-		
Ranged Weapons		Range	A	BS	S	AP	D	Keywords						
Twin tesla carbine		18"	2	3+	5	0	1	Assault, Sustained Hits 2, Twin-linked						
Particle beamer		18"	D6	3+	5	0	1	Blast, Devastating Wounds						
Rules	Hyperphasing, Reanimation Protocols, Scouts 9", Sustained Hits, Assault, Twin-linked, Stealth, Blast, Devastating Wounds													
Factions	Faction: Necrons													
Keywords	Mounted, Fly, Tomb Blades													



# Selection Rules

## Assault

Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with.

## Blast

Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).

## Deadly Demise D3

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").

## Deadly Demise D6

Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").

## Deep Strike

During the Declare Battle Formations step, if every model in a unit has this ability, you can set it up in Reserves instead of setting it up on the battlefield. If you do, in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

## Devastating Wounds

Weapons with [DEVASTATING WOUNDS] in their profile are known as Devastating Wounds weapons. Each time an attack is made with such a weapon, if that attack scores a Critical Wound, no saving throw of any kind can be made against that attack (including invulnerable saving throws). Such attacks are only allocated to models after all other attacks made by the attacking unit have been allocated and resolved

## Feel No Pain 4+

Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x' that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.

## Feel No Pain 5+

Some models have 'Feel No Pain x+' listed in their abilities. Each time a model with this ability suffers damage and so would lose a wound (including wounds lost due to mortal wounds), roll one D6: if the result is greater than or equal to the number denoted by 'x' that wound is ignored and is not lost. If a model has more than one Feel No Pain ability, you can only use one of those abilities each time that model suffers damage and so would lose a wound.

## Heavy

Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.

## Hyperphasing

At the end of your opponent's turn, you can select a number of NECRONS units from your army (excluding units that are within Engagement Range of one or more enemy units). The maximum number of units you can select depends on the battle size, as follows:

Incursion - Up to 2 units

Strike Force - Up to 3 units

Onslaught - Up to 4 units

Once you have made your selection, remove those units from the battlefield and place them into Strategic Reserves.

### **Ignores Cover**

Weapons with [IGNORES COVER] in their profile are known as Ignores Cover weapons. Each time an attack is made with such a weapon, the target cannot have the Benefit of Cover against that attack.

### **Infiltrators**

During deployment, if every model in a unit has this ability, then when you set it up, it can be set up anywhere on the battlefield that is more than 9" horizontally away from the enemy deployment zone and all enemy models.

### **Leader**

While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack successfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.

### **Lethal Hits**

Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.

### **Lone Operative**

Unless part of an Attached unit, this unit can only be selected as the target of a ranged attack if the attacking model is within 12".

### **Pistol**

Weapons with [PISTOL] in their profile are known as Pistols. If a unit contains any models equipped with Pistols, that unit is eligible to shoot in its controlling player's Shooting phase even while it is within Engagement Range of one or more enemy units. When such a unit is selected to shoot, it can only resolve attacks using its Pistols and can only target one of the enemy units it is within Engagement Range of. In such circumstances, a Pistol can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

If a model is equipped with one or more Pistols, unless it is a MONSTER or VEHICLE model, it can either shoot with its Pistols or with all of its other ranged weapons. Declare whether such a model will shoot with its Pistols or its other ranged weapons before selecting targets.

### **Precision**

Weapons with [PRECISION] in their profile are known as Precision weapons. Each time an attack made with such a weapon successfully wounds an Attached unit, if a Character model in that unit is visible to the attacking model, the attacking model's player can choose to have that attack allocated to that Character model instead of following the normal attack sequence.

### **Rapid Fire**

Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.

## **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.

## **Scouts 9"**

Some units have 'Scouts x' listed in their abilities. If every model in a unit has this ability, then at the start of the first battle round, before the first turn begins, it can make a Normal move of up to x" as if it were your Movement phase – as can any DEDICATED TRANSPORT model such a unit starts the battle embarked within (provided only models with this ability are embarked within that DEDICATED TRANSPORT model). A unit that moves using this ability must end that move more than 9" horizontally away from all enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

## **Stealth**

If every model in a unit has this ability, then each time a ranged attack is made against it, subtract 1 from that attack's Hit roll.

## **Sustained Hits**

Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'

## **Torrent**

Weapons with [TORRENT] in their profile are known as Torrent weapons. Each time an attack is made with such a weapon, that attack automatically hits the target.

## **Twin-linked**

Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.