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

100 PTS		IMC	OTEKH .	THE ST	ORMI	LORD							
Unit				M		Т	SV	W	LD	OC			
Imotekh the Sto	ormlord			5"		5	2+	6	6+	1			
Abilities	Description												
Invulnerable Save	This model has a 4+	- invulnerab	le save.										
Leader	This model can be attached to the following units: ■ IMMORTALS ■ LYCHGUARD ■ NECRON WARRIORS												
Grand Strategist	At the start of your Command phase, if this model is on the battlefield, you gain 1CP.												
Lord of the Storm	Once per battle, at t D6 for each enemy on a 6, that enemy	unit within 1	L2" of th	is mode	el: on	a 2-5, t							
Melee Weapons		Range	Α	WS	S	AP	D I	Keywords					
Staff of the Des	troyer	Melee	4	2+	6	-3	2	Devastating	y Wounds				
Ranged Weapor	าร	Range	Α	BS	S	AP	D K	eywords					
Gauntlet of Fire		12"	D6	N/A	5	-1	1 I	gnores Cov	er, Torren	t			
Staff of the Des	troyer	18"	3	2+	6	-3	2 -						
Rules Reanima	Rules Reanimation Protocols, Leader, Hyperphasing, Ignores Cover, Torrent, Devastating Wounds												
Factions Faction	Factions Faction: Necrons												
Keywords Epic	c Hero, Infantry, Cha	racter, Nobl	e, Imote	kh the	Storm	lord, W	/arlord						

70 PTS												
Unit		M	1	Т	•	SV			W	L	D	OC
Hexmark Destro	oyer	8	11	5		3+			5	6	+	1
Abilities	Description											
Inescapable Death	Once per turn, one unit from Overwatch Stratagem for OC phase. In addition, each time that Stratagem, hits are scor	P, even if yo e you target	u haν this ι	e alre unit w	eady u	sed t e Fire	that S	Strat	tagem (n a	different ι	
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											
Melee Weapons		Range		Α	WS		S	AF) [)	Keyword	S
Close combat w	eapon	Melee		4	3+		5	0		L	-	
Ranged Weapor	าร	Range	Α	BS	S	AP	, [)	Keywo	rds		
Enmitic disinteg	rator pistols	18"	6	2+	6	-2	1	1	Ignore	s Co	ver, Pistol	
Rules Hyperphasing, Deep Strike, Lone Operative, Reanimation Protocols, Pistol, Ignores Cover												
Factions Facti	Factions Faction: Necrons											
Keywords Character, Infantry, Destroyer Cult, Hexmark Destroyer												

105 PTS				OVE	RLORD							
Unit		М	-	Т	SV		W		LD	OC		
Overlord		5"	!	5	2+		6		6+	1		
Abilities	Description											
Leader	This model ca ■ IMMORTALS ■ LYCHGUARD ■ NECRON WA	5	to th	ne followi	ng units	!						
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 ha	s a 4+ invuln	erable	e save.								
Resurrection orb	if it is on the l	oattlefield. Wh	en y	ou do, tha	at unit's	Reanima	ation Prot	ocols	ase, it can resur are activated rone unit per turr	eanimating D6		
Osteoclave Fulcrum	NECRONS mo	del only. Mode	els in	the bear	er's unit	have the	e Deep St	trike	ability.			
Melee Weapons		Range	Α	WS	S	AP	D Ke	ywor	ds			
Voidscythe	Melee 3 3+ 12 -3 3 Devastating Wounds											
Rules Hyperpha	asing, Leader,	Reanimation F	roto	cols, Dev	astating	Wounds	3					
Factions Factio	n: Necrons											
Keywords Char	Character, Infantry, Noble, Overlord											

65 PTS		PL	_ASM	ANCER									
Unit		M	Т	SV		W	LD		OC				
Plasmancer		5"	4	4+		4	6+		1				
Abilities	Description												
Leader	This model can be att IMMORTALS NECRON WARRIOR You can attach this m has already been atta attached to it become	S nodel to one of ached to it. If y	the al	pove units , and that I	Bodygua	ard unit is	destro						
Harbinger of Destruction	While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodifed Hit roll of 5+ scores a Critical Hit.												
Living Lightning	In your Shooting phase D6: for each 4+, that					and visib	le to th	nis model a	nd roll four				
Dimensional Overseer	NECRONS model only number of units from								d 1 to the				
Melee Weapons	Ra	ange	Α	WS	S	AP	D	Keyword	S				
Plasmic lance	М	elee	2	4+	7	-3	2	-					
Ranged Weapons		Range	Α	BS	S	AP	D	Keyword	ds				
Plasmic lance		18"	3	4+	7	-3	2	-					
Rules Hyperpha	Rules Hyperphasing, Leader, Reanimation Protocols												
Factions Faction	: Necrons												
Keywords Character, Infantry, Cryptek, Plasmancer													

85 PTS			TECH	NON	IANCEF	₹						
Unit		М			Т	SV	W		LD	OC		
Technomancer		10'	ıı		4	4+	4		6+	1		
Abilities	Description											
Leader	This model can be attached to the following units: CANOPTEK WRAITHS IMMORTALS NECRON WARRIORS 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.											
Rites of Reanimation	While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.											
Technomancer	At the end of your bearer. That model once per turn.											
Arisen Tyrant	NECRONS model or If the bearer's unit	•							•			
Melee Weapons		Range	А		WS	S	AP	D	Keywords			
Staff of light		Melee	2		4+	5	-2	1	-			
Ranged Weapons	1	Range		Α	BS	S	AP	D	Keywords	•		
Staff of light	ff of light 18" 3 4+ 5 -2 1 -											
Rules Hyperpha	Hyperphasing, Leader, Reanimation Protocols											
Factions Faction	n: Necrons											
Keywords Char	ds Character, Infantry, Fly, Cryptek, Technomancer											

275 PTS			TF	RANS	CENDA	ANT C	'TAN							
Unit				М		Т		SV	W	LD	OC			
Transcendant C'tan				6"	1	11		4+	12	6+	4			
Abilities	Descrip	tion												
Invulnerable Save	This mo	odel has a 4	4+ inv	ulner	able sa	ve.								
Transdimensional Displacement		in anywher								he battlefield away from a				
C'tan Shard	This model cannot be given Enhancements													
Necrodermis	Each tir	Each time an attack is allocated to this model, halve the Damage characteristic of that attack.												
Enslaved Star God	This mo	odel cannot	be yo	our W	ARLOR	D.								
Melee Weapons		Range		Α	WS	S	AF	P D	Keywor	ds				
Crackling tendrils		Melee		8	2+	9	-3	D6	Sustain	ed Hits 1				
Ranged Weapons	R	ange	Α	BS	S	AP	D	Keywo	ords					
Seismic assault	1	2"	6	2+	8	-2	D3	Assau	lt, Sustained	l Hits 1				
Rules Hyperphasing, Reanimation Protocols, Deadly Demise D6, Deep Strike, Feel No Pain 5+, Assault, Sustained Hits														
Factions Faction: Necro	ons													
Keywords Character, Monster, Fly, Transcendant C'tan														

70 PTS					IMM	OR ⁻	TALS							
Unit			М		Т		SV			W		LD		OC
Immortals			5"		5		3+			1		7+		2
Abilities	Description													
Implacable Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.														
Melee Weapons Range A WS S AP D Keywords														
Close combat wea	pon			Mele	e		2	3-	+	4	0	1	-	
Ranged Weapons		Range	А	E	3S	S	AP		D	Keywo	rds			
Tesla carbine		24"	2	. 3	3+	5	0		1	Assaul	t, Sust	ained H	lits 2	
Rules Hyperpha														
Factions Faction: Necrons														
Keywords Battle	line, Infantry	, Immor	tals											

200 PTS			N	IECRON	W	ARRIC	RS	3					
Unit				М		Т		SV		W	LD		OC
Necron Warriors				5"		4		4+		1	7+		2
Abilities	Description	n											
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	n		Mel	ee		1	4+	-	4	0	1	-	
Ranged Weapons		Range	Α	BS	S	AP		D	Keywo	ords			
Gauss flayer		24"	1	4+	4	0		1	Letha	l Hits, Ra	apid Fii	re 1	
Gauss reaper		12"	2	4+	4	-1		1	Letha	l Hits			
Rules Hyperphasing	Rules Hyperphasing, Reanimation Protocols, Lethal Hits, Rapid Fire												
Factions Faction: N	ecrons												
Keywords Battleline	Keywords Battleline, Infantry, Necron Warriors												

60 PTS		CR	YPTO	THRALLS									
Unit		М	Т	SV		W	LI)	OC				
Cryptothralls		5"	4	3+		3	8	+	1				
Abilities	Description												
Bound Creation	While this unit is in the ability.	same unit as a	CRYPT	EK model,	that CR	YPTEK m	nodel ha	as the Feel	No Pain 4+				
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 CRYPTEK 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 Weapor	ns	Range	Α	WS	S	AP	D	Keyword	ls				
Scythed limbs		Melee	4	4+	5	-1	1	-					
Ranged Weap	ons	Range	Α	BS	S	AP	D	Keywor	ds				
Scouring eye		6"	2	4+	5	-1	1	-					
Rules Hyper	Hyperphasing, Reanimation Protocols												
F F	ons Faction: Necrons												
Factions Fac	CHOII. NECTOTIS												

65 PTS			DEATHN	MARKS	3							
Unit		М	Т	S	V		W	LD		OC		
Deathmarks		5"	5	3	+		1	7+		1		
Abilities	Description											
Hyperspace Hunters	Once per turn, in the Rei set up on the battlefield were your Shooting phas that enemy unit is an elig	from Reserve e, but must (es withii	n 18" d	of and v	isible	to this	unit, this	unit can s	shoot as if it		
Melee Weapons	3	Range		Α	WS	S	S AF	D D	Keywo	rds		
Close combat w	veapon eapon	Melee		2	3+	4	0	1	-			
Ranged Weapo	ns	Range	Α	BS	S	AP	D	Keywo	rds			
Synaptic disinte	egrator	36"	1	3+	5	-2	2	Heavy	, Precision			
Rules Hyperp	Rules Hyperphasing, Reanimation Protocols, Deep Strike, Heavy, Precision											
Factions Facti	ion: Necrons											
Keywords Inf	antry, Deathmarks											

140 PTS				F	LAYI	ED ON	ES					
Unit			M	1	Т		SV		W	LD	OC	
Flayed Ones			5	11	4		4+		1	7+	1	
Abilities	Description											
Flesh Hunger	Each time a model in this unit makes a melee attack, if the target of that attack is Below Half-strength, a successful Hit roll scores a Critical Hit.											
Melee Weapo	ons	Range	Α	WS	S	AP	D	Keyword	ds			
Flayer claws		Melee	4	3+	4	-1	1	Sustain	ed Hits 1, Tv	vin-linked		
Rules Hype	erphasing, Rea	nimation Pro	tocols	s, Stealth	, Inf	iltrator	s, Sus	stained Hi	ts, Twin-link	ked		
Factions Fa	Factions Faction: Necrons											
Keywords	Keywords Infantry, Flayed Ones											

85 PTS			LYCHGUARD										
Unit		M		T SV				W	W LD				
Lychguard	5"			5	5 3+			2	7+	1			
Abilities	Description												
Guardian Protocols While a NOBLE model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.													
Melee Weapons	5	Range	Α	WS	S	AP	D	Keyword	Keywords				
Warscythe		Melee	2	3+	8	-3	2	Devastat	Devastating Wounds				
Rules Hyperp	Rules Hyperphasing, Reanimation Protocols, Devastating Wounds												
Factions Faction: Necrons													
Keywords Inf	antry, Lychguar	d											

40 PTS	CANOPTEK SCARAB SWARMS												
Unit			I	М	Т	SV	W	LD	OC				
Canoptek Sca	rab Swarms			10"	2	6+	4	8+	0				
Abilities	pilities Description												
Self- destruction	At the start of the Fight phase, if this unit is within Engagement Range of one or more enemy units, you can select one model in this unit to destroy. If you do, select one enemy unit within Engagement Range of that model and roll one D6, adding 1 to the result if that unit is a VEHICLE. On a 2-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers D3+3 mortal wounds.												
Chittering Swarm	While an enemy unit is w characteristic of models i more friendly CRYPTEK n	n that enemy un	it (to a	minimum	of 1).	While this	unit is	s within 6"	of one or				
Melee Weapo	ns	Range	Α	WS	S	AP	D	Keywords					
Feeder mandi	ibles	Melee	6	5+	2	0	1	Lethal Hits					
	Rules Hyperphasing, Reanimation Protocols, Lethal Hits												
Keywords S	Swarm, Fly, Canoptek, Sca	rab Swarms											

150 PTS LOKHUST HEAVY DESTROYERS														
Unit							М		Т	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				Rang	Range A			WS		S AP D Keywords				
Close combat w	eapon			Mele	Melee			3+		4	0	1	-	
Ranged Weapor	าร	Range	Α	BS	S	AP	D	Key	words	;				
Enmitic extermi	nator	36"	6	3+	6	-1	1	Hea	avy, Ra	apid I	ire 6, 9	Sustaine	d Hits 1	
Gauss destructo	or	48"	1	3+	14	-4	6	Hea	avy, Le	thal	Hits			
Rules Hyperphasing, Reanimation Protocols, Heavy, Sustained Hits, Rapid Fire, Lethal Hits														
Factions Faction: Necrons														
Keywords Mo	unted, Fly, De	stroyer Cul	t, Lo	khust	Heavy	Des	troyer	S						

75 PTS					TOI	MB BI	_ADE	ES					
Unit			М	M		Т		SV		V LD			OC
Tomb Blade			12	12"		5		4+			7+		2
Abilities	Description												
Evasion 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							Α	WS S AP D Keywords				rds	
Close combat we	eapon			Melee			1	4+ 4 0 1 -		-			
Ranged Weapon	S	Range	Α	BS	S	AP	D	Keywords					
Twin tesla carbir	ne	18"	2	3+	5	0	1	Assault, Su	ıstain	ed Hits 2	, Twin-	linked	
Particle beamer		18"	D6	3+	5	0	1	Blast, Deva	statir	ng Wound	ds		
Rules Hyperphasing, Reanimation Protocols, Scouts 9", Sustained Hits, Assault, Twin-linked, Stealth, Blast, Devastating Wounds													
Factions Faction: Necrons													
Keywords Mou	ınted, Fly,	Tomb Blad	es										

135 PTS		CANOPTEK DOOMSTALKER													
Unit						М		Т	SV		W	LD	OC		
Canoptek Doomstalker						8"		8	3+		12	8+	4		
Abilities	Description	on													
Damaged: 1-4 wounds remaining		While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.													
Sentinel Construct	Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.														
Invulnerable Save	This model has a 4+ invulnerable save.														
Melee Weapons			Ran	ge		Α	WS		S AP		D	Keywords			
Doomstalker limbs			Mele	ee		3	4+		6 0		1	-			
Ranged Weapons	Range	Α		BS	S	AP	D) Keywords							
Doomsday blaster	48"	D6-	⊦1	4+	14	-3	3	Blast	, Heav	У					
Twin gauss flayer	24"	1		4+	4	0	1	Letha	al Hits,	Rapid	Fire 1, Tv	vin-linked			
Rules Hyperphasing, Re Factions Faction: Necron		Proto	ocols,	Deadl	y Der	nise D	3, Bl	ast, He	eavy, l	_ethal	Hits, Twin	-linked, Rap	oid Fire		
Keywords Vehicle, Walk	er, Canopto	ek, D	ooms	talker											

75 PTS		CANOPTER	(REAN	IMATOR							
Unit			М	Т	SV		W	LD	OC		
Canoptek Reanimator		8"	6	3+		6	7+	3			
Abilities	Description										
Nanoscarab Reanimation Beam (Aura)		While a friendly NECRONS unit is within 3" of this model, each time that unit's Reanimation Protocols activate, that unit reanimates an additional D3 wounds.									
Melee Weapons	Range	Α	WS	S	AP	D	Keywords				
Reanimator's claws		Melee	4	4+	5	0	1	-			
Ranged Weapons		Range	Α	BS	S	AP	D	Keywords			
Atomiser beam (2)		12"	3	4+	6	-2	1	-			
Rules Hyperphasing, Real	nimation Protoc	cols, Feel No Pai	n 4+								
Factions Faction: Necrons	Factions Faction: Necrons										
Keywords Vehicle, Walker	, Canoptek, Re	animator									

200 PTS			DO	OM:	SDA	Y ARK						
Unit			М		Т		SV		W		LD	OC
Doomsday Ark	oomsday Ark						3+		14		6+	5
Abilities	Descripti	on										
Invulnerable Save	This mod	del has a	4+ invuln	eral	ole s	save.						
Damaged: 1-5 wounds remaining	While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.											
Overwhelming Obliteration	In your Movement phase, if this model Remains Stationary, until the end of the turn, its doomsday cannon has the [DEVASTATING WOUNDS] ability.											
Melee Weapons		Range	Α			WS	S	А	·P	D	Keywords	
Armoured bulk		Melee	3			4+	6	0		1	-	
Ranged Weapons	R	lange	Α		BS	S	AP	D	Keyw	ords		
Doomsday cannon	7	'2"	D6+1		3+	18	-4	4	Blast, Heavy		У	
Gauss flayer array (2)	2	.4"	5		3+	4	0	1	Lethal Hits, Ra		Rapid Fire 5	
Rules Hyperphasing, Dea		se D3, Re	eanimatio	n Pr	otoc	cols, Bl	ast, He	avy, L	ethal H	its, Ra	apid Fire	
Factions Faction: Necron	S											
Keywords Vehicle, Fly, D	oomsday	Ark										

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 sucessfully 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.