Turniej Luty Amadeusz (Warhammer 40,000 10th Edition) [1,995pts]

Army Roster (Xenos - Necrons) [1,995pts]

Configuration

Battle Size
Selections: 2. Strike Force (2000 Point limit)
Categories: CONFIGURATION

Detachment Choice
Selections: Canoptek Court
Categories: CONFIGURATION
Rules: *Power Matrix*

Show/Hide Options
Selections: Legends are visible, Unaligned Forces are visible, Unaligned Fortifications are visible
Categories: CONFIGURATION

Character [375pts]

Chronomancer [65pts]
Selections: Autodivinator [15pts], Chronomancer's stave, Warlord
Categories: FACTION: NECRONS, INFANTRY, CHARACTER, CRYPTEK, CHRONOMANCER, WARLORD
Rules: *Blast, Leader, Power Matrix, Reanimation Protocols*
Abilities: *Autodivinator, Chronometron, Invulnerable Save, Leader, Timesplinter Mantle*, **Melee Weapons:** *Chronomancer's stave*,
Ranged Weapons: *Chronomancer's stave*, **Unit:** *Chronomancer*

Abilities	Description	Ref
Autodivinator	CRYPTEK model only. Each time your opponent gains a CP as a result of an ability, roll one D6: on a 2+, you also gain 1CP.	
Chronometron	In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 5". If it does, until the end of the turn, that unit is not eligible to declare a charge.	
Invulnerable Save	This model has a 4+ invulnerable save.	
Leader	This model can be attached to the following units: ■ 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.	
Timesplinter Mantle	While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Chronomancer's stave	Melee	3	4+	5	-1	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Chronomancer's stave	18"	D6	4+	5	-1	1	Blast	

Unit	M	T	SV	W	LD	OC	Ref
Chronomancer	5"	4	4+	4	6+	1	

Plasmancer [55pts]

Selections: Plasmic lance

Categories: FACTION: NECRONS, INFANTRY, CHARACTER, CRYPTEK, PLASMANCER

Rules: *Leader, Power Matrix, Reanimation Protocols*

Abilities: *Harbinger of Destruction, Leader, Living Lightning*, **Melee Weapons:** *Plasmic lance*, **Ranged Weapons:** *Plasmic lance*, **Unit:** *Plasmancer*

Abilities	Description	Ref
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.	
Leader	This model can be attached to the following units: ■ 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.	
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Plasmic lance	Melee	2	4+	7	-3	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Plasmic lance	18"	3	4+	7	-3	2	-	

Unit	M	T	SV	W	LD	OC	Ref
Plasmancer	5"	4	4+	4	6+	1	

Technomancer [80pts]

Selections: Dimensional Sanctum [20pts], Staff of light

Categories: Faction: Necrons, Infantry, Character, Fly, Cryptek, Technomancer

Rules: *Infiltrators, Leader, Power Matrix, Reanimation Protocols*

Abilities: *Dimensional Sanctum, Leader, Rites of Reanimation, Technomancer*, **Melee Weapons:** *Staff of light*, **Ranged Weapons:** *Staff of light*, **Unit:** *Technomancer*

Abilities	Description	Ref
Dimensional Sanctum	CRYPTEK model only. Models in the bearer's unit have the Infiltrators ability.	
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 Movement phase, select one friendly NECRONS model within 6" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Staff of light	Melee	2	4+	5	-2	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Staff of light	18"	3	4+	5	-2	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Technomancer	10"	4	4+	4	6+	1	

Technomancer [60pts]

Selections: Staff of light

Categories: Faction: Necrons, Infantry, Character, Fly, Cryptek, Technomancer

Rules: *Leader, Power Matrix, Reanimation Protocols*

Abilities: *Leader, Rites of Reanimation, Technomancer*, **Melee Weapons:** *Staff of light*, **Ranged Weapons:** *Staff of light*, **Unit:** *Technomancer*

Abilities	Description	Ref
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 Movement phase, select one friendly NECRONS model within 6" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Staff of light	Melee	2	4+	5	-2	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Staff of light	18"	3	4+	5	-2	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Technomancer	10"	4	4+	4	6+	1	

Technomancer [60pts]

Selections: Staff of light

Categories: Faction: Necrons, Infantry, Character, Fly, Cryptek, Technomancer

Rules: Leader, Power Matrix, Reanimation Protocols

Abilities: Leader, Rites of Reanimation, Technomancer, **Melee Weapons:** Staff of light, **Ranged Weapons:** Staff of light, **Unit:** Technomancer

Abilities	Description	Ref
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 Movement phase, select one friendly NECRONS model within 6" of the bearer. That model regains up to D3 lost wounds. Each model can only be selected for this ability once per turn.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Staff of light	Melee	2	4+	5	-2	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Staff of light	18"	3	4+	5	-2	1	-	

Unit	M	T	SV	W	LD	OC	Ref
Technomancer	10"	4	4+	4	6+	1	

Battleline [540pts]

Immortals [140pts]

Categories: Faction: Necrons, Infantry, Battleline, Immortals

Rules: Power Matrix, Reanimation Protocols

Abilities: Implacable Eradication, **Unit:** Immortals

10x Immortal

Selections: 10x Close combat weapon, 10x Tesla carbine

Rules: Assault, Sustained Hits

Melee Weapons: Close combat weapon, **Ranged Weapons:** Tesla carbine

Abilities	Description	Ref
Implacable Eradication	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	Ref
Close combat weapon	Melee	2	3+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Tesla carbine	24"	2	3+	5	0	1	Assault, Sustained Hits 2	

Unit	M	T	SV	W	LD	OC	Ref
Immortals	5"	5	3+	1	7+	2	

Necron Warriors [200pts]

Categories: FACTION: NECRONS, INFANTRY, BATTLELINE, NECRON WARRIORS

Rules: *Power Matrix, Reanimation Protocols*

Abilities: *Their Number is Legion*, **Unit:** *Necron Warriors*

20x Warrior w/ gauss reaper

Selections: 20x Close combat weapon, 20x Gauss reaper

Rules: *Lethal Hits*

Melee Weapons: *Close combat weapon*, **Ranged Weapons:** *Gauss reaper*

Abilities	Description	Ref
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	Ref
Close combat weapon	Melee	1	4+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Gauss reaper	12"	2	4+	4	-1	1	Lethal Hits	

Unit	M	T	SV	W	LD	OC	Ref
Necron Warriors	5"	4	4+	1	7+	2	

Necron Warriors [200pts]

Categories: FACTION: NECRONS, INFANTRY, BATTLELINE, NECRON WARRIORS

Rules: *Power Matrix, Reanimation Protocols*

Abilities: *Their Number is Legion*, **Unit:** *Necron Warriors*

20x Warrior w/ gauss reaper

Selections: 20x Close combat weapon, 20x Gauss reaper

Rules: *Lethal Hits*

Melee Weapons: *Close combat weapon*, **Ranged Weapons:** *Gauss reaper*

Abilities	Description	Ref
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	Ref
Close combat weapon	Melee	1	4+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Gauss reaper	12"	2	4+	4	-1	1	Lethal Hits	

Unit	M	T	SV	W	LD	OC	Ref
Necron Warriors	5"	4	4+	1	7+	2	

Infantry [130pts]

Deathmarks [65pts]

Categories: FACTION: NECRONS, INFANTRY, DEATHMARKS

Rules: *Deep Strike, Power Matrix, Reanimation Protocols*

Abilities: *Hyperspace Hunters*, **Unit:** *Deathmarks*

5x Deathmark

Selections: 5x Close combat weapon, 5x Synaptic disintegrator

Rules: *Heavy, Precision*

Melee Weapons: *Close combat weapon*, **Ranged Weapons:** *Synaptic disintegrator*

Abilities	Description	Ref
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	Ref
Close combat weapon	Melee	2	3+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Synaptic disintegrator	36"	1	3+	5	-2	2	Heavy, Precision	

Unit	M	T	SV	W	LD	OC	Ref
Deathmarks	5"	5	3+	1	7+	1	

Deathmarks [65pts]

Categories: FACTION: NECRONS, INFANTRY, DEATHMARKS

Rules: *Deep Strike, Power Matrix, Reanimation Protocols*

Abilities: *Hyperspace Hunters*, **Unit:** *Deathmarks*

5x Deathmark

Selections: 5x Close combat weapon, 5x Synaptic disintegrator

Rules: *Heavy, Precision*

Melee Weapons: *Close combat weapon*, **Ranged Weapons:** *Synaptic disintegrator*

Abilities	Description	Ref
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	Ref
Close combat weapon	Melee	2	3+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Synaptic disintegrator	36"	1	3+	5	-2	2	Heavy, Precision	

Unit	M	T	SV	W	LD	OC	Ref
Deathmarks	5"	5	3+	1	7+	1	

Beast [660pts]

Canoptek Wraiths [220pts]

Categories: FACTION: NECRONS, BEAST, FLY, CANOPTEK, WRAITHS

Rules: *Power Matrix, Reanimation Protocols*

Abilities: *Invulnerable Save, Wraith Form*, **Unit:** *Canoptek Wraiths*

6x Wraith w/ claws and particle caster

Selections: 6x Particle caster, 6x Vicious claws

Rules: *Devastating Wounds, Pistol*

Melee Weapons: *Vicious claws*, **Ranged Weapons:** *Particle caster*

Abilities	Description	Ref
Invulnerable Save	Models in this unit have a 4+ invulnerable save.	
Wraith Form	Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Vicious claws	Melee	4	4+	6	-1	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Particle caster	12"	3	4+	5	0	1	Devastating Wounds, Pistol	

Unit	M	T	SV	W	LD	OC	Ref
Canoptek Wraiths	10"	6	3+	4	8+	2	

Canoptek Wraiths [220pts]

Categories: FACTION: NECRONS, BEAST, FLY, CANOPTEK, WRAITHS

Rules: *Power Matrix, Reanimation Protocols*

Abilities: *Invulnerable Save, Wraith Form*, **Unit:** *Canoptek Wraiths*

6x Wraith w/ claws and particle caster

Selections: 6x Particle caster, 6x Vicious claws

Rules: *Devastating Wounds, Pistol*

Melee Weapons: *Vicious claws*, **Ranged Weapons:** *Particle caster*

Abilities	Description	Ref
Invulnerable Save	Models in this unit have a 4+ invulnerable save.	
Wraith Form	Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Vicious claws	Melee	4	4+	6	-1	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Particle caster	12"	3	4+	5	0	1	Devastating Wounds, Pistol	

Unit	M	T	SV	W	LD	OC	Ref
Canoptek Wraiths	10"	6	3+	4	8+	2	

Canoptek Wraiths [220pts]

Categories: FACTION: NECRONS, BEAST, FLY, CANOPTEK, WRAITHS

Rules: *Power Matrix, Reanimation Protocols*

Abilities: *Invulnerable Save, Wraith Form*, **Unit:** *Canoptek Wraiths*

6x Wraith w/ claws and particle caster

Selections: 6x Particle caster, 6x Vicious claws

Rules: *Devastating Wounds, Pistol*

Melee Weapons: *Vicious claws*, **Ranged Weapons:** *Particle caster*

Abilities	Description	Ref
Invulnerable Save	Models in this unit have a 4+ invulnerable save.	
Wraith Form	Each time this unit ends a Normal move, you can select one enemy unit it moved over during that move and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Vicious claws	Melee	4	4+	6	-1	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Particle caster	12"	3	4+	5	0	1	Devastating Wounds, Pistol	

Unit	M	T	SV	W	LD	OC	Ref
Canoptek Wraiths	10"	6	3+	4	8+	2	

Vehicle [290pts]

Night Scythe [145pts]

Selections: Armoured bulk, Twin tesla destructor

Categories: FACTION: NECRONS, VEHICLE, AIRCRAFT, FLY, TRANSPORT, NIGHT SCYTHE

Rules: *Deadly Demise D3, Power Matrix, Reanimation Protocols, Sustained Hits, Twin-linked*

Abilities: *Damaged: 1-4 wounds remaining, Invasion Beams, Quantum Invader*, **Melee Weapons:** *Armoured bulk*, **Ranged Weapons:** *Twin tesla destructor*, **Transport:** *Night Scythe*, **Unit:** *Night Scythe*

Abilities	Description	Ref
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.	
Invasion Beams	At the end of the Fight phase, if there are no models currently embarked within this TRANSPORT, you can select one friendly NECRONS INFANTRY unit wholly within 6" of this TRANSPORT. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this TRANSPORT.	
Quantum Invader	This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Armoured bulk	Melee	3	4+	6	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Twin tesla destructor	36"	6	3+	8	0	2	Sustained Hits 2, Twin-linked	

Transport	Capacity	Ref
Night Scythe	This model has a transport capacity of 1 NECRONS INFANTRY unit.	

Unit	M	T	SV	W	LD	OC	Ref
Night Scythe	20+"	9	3+	12	7+	0	

Night Scythe [145pts]

Selections: Armoured bulk, Twin tesla destructor

Categories: FACTION: NECRONS, VEHICLE, AIRCRAFT, FLY, TRANSPORT, NIGHT SCYTHE

Rules: *Deadly Demise D3, Power Matrix, Reanimation Protocols, Sustained Hits, Twin-linked*

Abilities: *Damaged: 1-4 wounds remaining, Invasion Beams, Quantum Invader,* **Melee Weapons:** *Armoured bulk,* **Ranged Weapons:** *Twin tesla destructor,* **Transport:** *Night Scythe,* **Unit:** *Night Scythe*

Abilities	Description	Ref
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.	
Invasion Beams	At the end of the Fight phase, if there are no models currently embarked within this TRANSPORT, you can select one friendly NECRONS INFANTRY unit wholly within 6" of this TRANSPORT. Unless that unit is within Engagement Range of one or more enemy units, it can embark within this TRANSPORT.	
Quantum Invader	This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Armoured bulk	Melee	3	4+	6	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Twin tesla destructor	36"	6	3+	8	0	2	Sustained Hits 2, Twin-linked	

Transport	Capacity	Ref
Night Scythe	This model has a transport capacity of 1 NECRONS INFANTRY unit.	

Unit	M	T	SV	W	LD	OC	Ref
Night Scythe	20+"	9	3+	12	7+	0	

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. (10th Edition Core Rules p25)

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). (10th Edition Core Rules p26)

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"). (10th Edition Core Rules p23)

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. (10th Edition Core Rules p39)

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 (10th Edition Core Rules p28)

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. (10th Edition Core Rules p26)

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. (10th Edition Core Rules p39)

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. (10th Edition Core Rules p39)

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. (10th Edition Core Rules p25)

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. (10th Edition Core Rules p25)

Power Matrix: Certain areas of the battlefield are considered to be within your army's Power Matrix, as follows:
- Your deployment zone is always within your army's Power Matrix.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Power Matrix.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Power Matrix.
Each time a model in a CRYPTEK or CANOPTEK unit from your army makes an attack, re-roll a Hit roll of 1. If such a unit is wholly within your Power Matrix, you can re-roll the Hit roll instead. ()

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. (10th Edition Core Rules p26)

Reanimation Protocols: If your Army Faction is NECRONS, at the end of your Command phase, each unit from your army with this ability that is on the battlefield 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. ()

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' (10th Edition Core Rules p28)

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. (10th Edition Core Rules p25)

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