

# 2000v4 (Warhammer 40,000 10th Edition) [1,995pts]

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

### Configuration

#### Battle Size

Categories: CONFIGURATION

#### Detachment Choice

Selections: Awakened Dynasty

Categories: CONFIGURATION

Rules: *Command Protocols*

#### Show/Hide Options

Selections: Legends are visible, Unaligned Forces are visible, Unaligned Fortifications are visible

Categories: CONFIGURATION

### Epic Hero [295pts]

#### C'tan Shard of the Nightbringer [295pts]

Selections: Gaze of death, Scythe of the Nightbringer

Categories: FACTION: NECRONS, MONSTER, CHARACTER, EPIC HERO, FLY, C'TAN SHARD OF THE NIGHTBRINGER

Rules: *Command Protocols, Deadly Demise D6, Feel No Pain 5+, Reanimation Protocols*

Abilities: *Drain Life, Enslaved Star God, Invulnerable Save, Necrodermis*, **Melee Weapons:** ► *Scythe of the Nightbringer - strike*, ► *Scythe of the Nightbringer - sweep*, **Ranged Weapons:** *Gaze of death*, **Unit:** *C'tan Shard of the Nightbringer*

Abilities	Description	Ref
Drain Life	At the end of the Fight phase, roll one D6 for each enemy unit within 6" of this model: on a 4+, that enemy unit suffers D3 mortal wounds.	
Enslaved Star God	This model cannot be your WARLORD.	
Invulnerable Save	This model has a 4+ invulnerable save.	
Necrodermis	Each time an attack is allocated to this model, halve the Damage characteristic of that attack.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
► <i>Scythe of the Nightbringer - strike</i>	Melee	6	2+	14	-4	D6+2	Devastating Wounds	
► <i>Scythe of the Nightbringer - sweep</i>	Melee	14	2+	8	-2	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<i>Gaze of death</i>	18"	D3	2+	12	-2	D6+3	-	

Unit	M	T	SV	W	LD	OC	Ref
<i>C'tan Shard of the Nightbringer</i>	6"	11	4+	12	6+	4	

### Character [570pts]

## Plasmancer [65pts]

**Selections:** Plasmic lance

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

**Rules:** *Command Protocols, Leader, Reanimation Protocols*

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

Abilities	Description	Ref
<b>Harbinger of Destruction</b>	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.	
<b>Leader</b>	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.	
<b>Living Lightning</b>	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	

## Royal Warden [40pts]

**Selections:** Close combat weapon, Relic gauss blaster

**Categories:** FACTION: NECRONS, INFANTRY, CHARACTER, ROYAL WARDEN

**Rules:** *Command Protocols, Leader, Lethal Hits, Rapid Fire, Reanimation Protocols*

**Abilities:** *Adaptive Strategy, Engrammatic Logic, Leader*, **Melee Weapons:** *Close combat weapon*, **Ranged Weapons:** *Relic gauss blaster*, **Unit:** *Royal Warden*

Abilities	Description	Ref
<b>Adaptive Strategy</b>	This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.	
<b>Engrammatic Logic</b>	Once per battle, at the start of any phase, you can select one friendly NECRONS unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.	
<b>Leader</b>	This model can be attached to the following units: ■ IMMORTALS ■ NECRON WARRIORS	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Close combat weapon	Melee	4	3+	5	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Relic gauss blaster	24"	2	3+	5	-1	2	Lethal Hits, Rapid Fire 2	

Unit	M	T	SV	W	LD	OC	Ref
Royal Warden	5"	5	3+	4	6+	1	

## Skorpekh Lord [95pts]

**Selections:** Enaegic Dermal Bond [15pts], Enmitic annihilator, Flensing claw, Hyperphase harvester

**Categories:** FACTION: NECRONS, INFANTRY, CHARACTER, DESTROYER CULT, SKORPEKH LORD

**Rules:** *Command Protocols, Leader, Rapid Fire, Reanimation Protocols*

**Abilities:** *Crimson Harvest, Enaegic Dermal Bond, Invulnerable Save, Leader, United In Destruction*, **Melee Weapons:** *Flensing claw, Hyperphase harvester*, **Ranged Weapons:** *Enmitic annihilator*, **Unit:** *Skorpekh Lord*

Abilities	Description	Ref
<b>Crimson Harvest</b>	Each time this model ends a Charge move, select one enemy unit within Engagement Range of this model and roll one D6: on a 2-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers D3+3 mortal wounds.	
<b>Enaegic Dermal Bond</b>	NECRONS model only. The bearer has the Feel No Pain 4+ ability.	
<b>Invulnerable Save</b>	This model has a 4+ invulnerable save.	
<b>Leader</b>	This model can be attached to the following units: ■ SKORPEKH DESTROYERS	
<b>United In Destruction</b>	While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Flensing claw</b>	Melee	8	2+	6	-1	1	-	
<b>Hyperphase harvester</b>	Melee	4	2+	10	-3	3	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Enmitic annihilator</b>	18"	2	2+	6	-1	1	Rapid Fire 2	

Unit	M	T	SV	W	LD	OC	Ref
<b>Skorpekh Lord</b>	8"	7	3+	7	6+	2	

## Technomancer [85pts]

**Selections:** Staff of light

**Categories:** FACTION: NECRONS, INFANTRY, CHARACTER, FLY, CRYPTEK, TECHNOMANCER

**Rules:** *Command Protocols, Leader, Reanimation Protocols*

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

Abilities	Description	Ref
<b>Leader</b>	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.	
<b>Rites of Reanimation</b>	While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.	
<b>Technomancer</b>	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
<b>Staff of light</b>	Melee	2	4+	5	-2	1	-	

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

Unit	M	T	SV	W	LD	OC	Ref
<b>Technomancer</b>	10"	4	4+	4	6+	1	

## Transcendant C'tan [285pts]

**Selections:** Crackling tendrils, Seismic assault

**Categories:** FACTION: NECRONS, MONSTER, CHARACTER, FLY, TRANSCENDANT C'TAN

**Rules:** Assault, Command Protocols, Deadly Demise D6, Deep Strike, Feel No Pain 5+, Reanimation Protocols, Sustained Hits

**Abilities:** C'tan Shard, Enslaved Star God, Invulnerable Save, Necrodermis, Transdimensional Displacement, **Melee Weapons:** Crackling tendrils, **Ranged Weapons:** Seismic assault, **Unit:** Transcendant C'tan

Abilities	Description	Ref
C'tan Shard	This model cannot be given Enhancements	
Enslaved Star God	This model cannot be your WARLORD.	
Invulnerable Save	This model has a 4+ invulnerable save.	
Necrodermis	Each time an attack is allocated to this model, halve the Damage characteristic of that attack.	
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.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Crackling tendrils	Melee	8	2+	9	-3	D6	Sustained Hits 1	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
Seismic assault	12"	6	2+	8	-2	D3	Assault, Sustained Hits 1	

Unit	M	T	SV	W	LD	OC	Ref
Transcendant C'tan	6"	11	4+	12	6+	4	

## Battleline [350pts]

### Immortals [150pts]

**Categories:** FACTION: NECRONS, INFANTRY, BATTLELINE, IMMORTALS

**Rules:** Command Protocols, 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:** *Command Protocols, Reanimation Protocols*

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

### 20x Warrior w/ gauss flayer

**Selections:** 20x Close combat weapon, 20x Gauss flayer

**Rules:** *Lethal Hits, Rapid Fire*

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

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 flayer	24"	1	4+	4	0	1	Lethal Hits, Rapid Fire 1	

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

## Infantry [300pts]

### Skorpekh Destroyers [180pts]

**Selections:** 2x Plasmacyte

**Categories:** FACTION: NECRONS, INFANTRY, DESTROYER CULT, SKORPEKH DESTROYERS

**Rules:** *Command Protocols, Reanimation Protocols*

**Abilities:** *Plasmacyte, Whirling Onslaught, Unit: Skorpekh Destroyers*

### 6x Skorpekh Destroyer

**Selections:** 6x Skorpekh hyperphase weapons

**Melee Weapons:** *Skorpekh hyperphase weapons*

Abilities	Description	Ref
Plasmacyte	Once per battle for each Plasmacyte this unit has, when this unit is selected to fight, you can use this ability. If you do, until the end of the phase, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.	
Whirling Onslaught	Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. If this unit made a Charge move this turn, you can re-roll the Hit roll instead.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2	-	

Unit	M	T	SV	W	LD	OC	Ref
Skorpekh Destroyers	8"	6	3+	3	7+	2	

## Triarch Praetorians [120pts]

**Categories:** FACTION: NECRONS, INFANTRY, FLY, TRIARCH PRAETORIANS

**Rules:** *Command Protocols, Deep Strike, Reanimation Protocols*

**Abilities:** *Relentless Combatants*, **Unit:** *Triarch Praetorians*

### 5x Triarch Praetorian

**Selections:** 5x Rod of covenant

**Melee Weapons:** *Rod of covenant*, **Ranged Weapons:** *Rod of covenant*

Abilities	Description	Ref
<b>Relentless Combatants</b>	You can re-roll Charge rolls made for this unit, and this unit is eligible to declare a charge in a turn in which it Fell Back.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Rod of covenant</b>	Melee	3	3+	5	-2	2	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Rod of covenant</b>	12"	1	3+	5	-2	2	-	

Unit	M	T	SV	W	LD	OC	Ref
<b>Triarch Praetorians</b>	10"	5	3+	2	7+	1	

## Swarm [40pts]

### Canoptek Scarab Swarms [40pts]

**Categories:** SWARM, FLY, CANOPTEK, SCARAB SWARMS, FACTION: NECRONS

**Rules:** *Command Protocols, Reanimation Protocols*

**Abilities:** *Chittering Swarm, Self-destruction*, **Unit:** *Canoptek Scarab Swarms*

### 3x Canoptek Scarab Swarm

**Selections:** 3x Feeder mandibles

**Rules:** *Lethal Hits*

**Melee Weapons:** *Feeder mandibles*

Abilities	Description	Ref
<b>Chittering Swarm</b>	While an enemy unit is within Engagement Range of this unit, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1). While this unit is within 6" of one or more friendly CRYPTEK models, the Objective Control characteristic of models in this unit is 1.	
<b>Self-destruction</b>	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 3 mortal wounds.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Feeder mandibles</b>	Melee	6	5+	2	0	1	Lethal Hits	

Unit	M	T	SV	W	LD	OC	Ref
<b>Canoptek Scarab Swarms</b>	10"	2	6+	4	8+	0	

## Mounted [60pts]

## Lokhust Destroyers [60pts]

**Categories:** FACTION: NECRONS, MOUNTED, FLY, DESTROYER CULT, LOKHUST DESTROYERS

**Rules:** *Command Protocols, Reanimation Protocols*

**Abilities:** *Hard-wired for Destruction*, **Unit:** *Lokhust Destroyers*

### 2x Lokhust Destroyer

**Selections:** 2x Close combat weapon, 2x Gauss cannon

**Rules:** *Lethal Hits*

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

Abilities	Description	Ref
<b>Hard-wired for Destruction</b>	Each time a model in this unit makes a ranged attack that targets the closest eligible enemy unit, re-roll a Hit roll of 1. If the target of that attack is within range of an objective marker your opponent controls, you can re-roll the Hit roll instead.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Close combat weapon</b>	Melee	2	3+	4	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Gauss cannon</b>	24"	3	3+	5	-2	2	Lethal Hits	

Unit	M	T	SV	W	LD	OC	Ref
<b>Lokhust Destroyers</b>	8"	6	3+	3	7+	2	

## Beast [110pts]

### Canoptek Wraiths [110pts]

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

**Rules:** *Command Protocols, Reanimation Protocols*

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

### 3x Wraith w/ claws and particle caster

**Selections:** 3x Particle caster, 3x Vicious claws

**Rules:** *Devastating Wounds, Pistol*

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

Abilities	Description	Ref
<b>Invulnerable Save</b>	Models in this unit have a 4+ invulnerable save.	
<b>Wraith Form</b>	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
<b>Vicious claws</b>	Melee	4	4+	6	-1	2	-	

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

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

## Vehicle [270pts]

### Canoptek Doomstalker [135pts]

**Selections:** Doomsday blaster, Doomstalker limbs, Twin gauss flayer

**Categories:** FACTION: NECRONS, VEHICLE, WALKER, CANOPTEK, DOOMSTALKER

**Rules:** *Blast, Command Protocols, Deadly Demise D3, Heavy, Lethal Hits, Rapid Fire, Reanimation Protocols, Twin-linked*

**Abilities:** *Damaged: 1-4 wounds remaining, Invulnerable Save, Sentinel Construct*, **Melee Weapons:** *Doomstalker limbs*, **Ranged Weapons:** *Doomsday blaster, Twin gauss flayer*, **Unit:** *Canoptek Doomstalker*

Abilities	Description	Ref
<b>Damaged: 1-4 wounds remaining</b>	While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.	
<b>Invulnerable Save</b>	This model has a 4+ invulnerable save.	
<b>Sentinel Construct</b>	Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Doomstalker limbs</b>	Melee	3	4+	6	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Doomsday blaster</b>	48"	D6+1	4+	14	-3	3	Blast, Heavy	
<b>Twin gauss flayer</b>	24"	1	4+	4	0	1	Lethal Hits, Rapid Fire 1, Twin-linked	

Unit	M	T	SV	W	LD	OC	Ref
<b>Canoptek Doomstalker</b>	8"	8	3+	12	8+	4	

### Canoptek Doomstalker [135pts]

**Selections:** Doomsday blaster, Doomstalker limbs, Twin gauss flayer

**Categories:** FACTION: NECRONS, VEHICLE, WALKER, CANOPTEK, DOOMSTALKER

**Rules:** *Blast, Command Protocols, Deadly Demise D3, Heavy, Lethal Hits, Rapid Fire, Reanimation Protocols, Twin-linked*

**Abilities:** *Damaged: 1-4 wounds remaining, Invulnerable Save, Sentinel Construct*, **Melee Weapons:** *Doomstalker limbs*, **Ranged Weapons:** *Doomsday blaster, Twin gauss flayer*, **Unit:** *Canoptek Doomstalker*

Abilities	Description	Ref
<b>Damaged: 1-4 wounds remaining</b>	While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.	
<b>Invulnerable Save</b>	This model has a 4+ invulnerable save.	
<b>Sentinel Construct</b>	Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.	

Melee Weapons	Range	A	WS	S	AP	D	Keywords	Ref
<b>Doomstalker limbs</b>	Melee	3	4+	6	0	1	-	

Ranged Weapons	Range	A	BS	S	AP	D	Keywords	Ref
<b>Doomsday blaster</b>	48"	D6+1	4+	14	-3	3	Blast, Heavy	
<b>Twin gauss flayer</b>	24"	1	4+	4	0	1	Lethal Hits, Rapid Fire 1, Twin-linked	

Unit	M	T	SV	W	LD	OC	Ref
<b>Canoptek Doomstalker</b>	8"	8	3+	12	8+	4	

## 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)

**Command Protocols:** While a NECRONS CHARACTER model is leading this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.  
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**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)

**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"). (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)

**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. (10th Edition Core Rules p23)

**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)

**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. (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)

**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'. (10th Edition Core Rules p25)

**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)