Army Roster (Xenos - Necrons) (1990 pts)

Configuration	
Battle Size	Strike Force (2000 Point limit)
Detachment Choice	Awakened Dynasty Rules: Command Protocols
Show/Hide Options	Unaligned Fortifications are visible, Unaligned Forces are visible, Legends are visible

Epic Hero (75 pts)	
Trazyn the Infinite (1) **(75 pts)**	Rules: Leader, Command Protocols, Reanimation Protocols, Sustained Hits Abilities: Leader[1], Invulnerable Save[1], Ancient Collector, Surrogate Hosts Unit: Trazyn the Infinite Melee Weapons: Empathic Obliterator

Character (365 pts)	
Lokhust Lord (1) **(80 pts)**	Staff of light, Resurrection orb, Warlord Rules: Command Protocols, Leader, Reanimation Protocols Abilities: Leader[2], Invulnerable Save[1], Destroyer Cult, Driven by Hatred, Resurrection orb Unit: Lokhust Lord Ranged Weapons: Staff of light Melee Weapons: Staff of light
Overlord (1) **(105 pts)**	Voidscythe, Veil of Darkness, Resurrection orb Rules: Command Protocols, Leader, Reanimation Protocols, Devastating Wounds Abilities: Leader[1], Implacable Resilience, Invulnerable Save[1], My Will Be Done, Resurrection orb, Veil of Darkness Unit: Overlord (x2) (x2) Melee Weapons: Voidscythe (x2) (x2)
Overlord (1) **(85 pts)**	Voidscythe, Resurrection orb Rules: Command Protocols, Leader, Reanimation Protocols, Devastating Wounds Abilities: Leader[1], Implacable Resilience, Invulnerable Save[1], My Will Be Done, Resurrection orb Unit: Overlord (x2) (x2) Melee Weapons: Voidscythe (x2) (x2)
Skorpekh Lord (1) **(95 pts)**	Enaegic Dermal Bond Rules: Command Protocols, Leader, Reanimation Protocols, Rapid Fire Abilities: Leader[3], United In Destruction, Crimson Harvest, Invulnerable Save[1], Enaegic Dermal Bond Unit: Skorpekh Lord Ranged Weapons: Enmitic annihilator Melee Weapons: Flensing claw, Hyperphase harvester

Battleline (290 pts)	
Immortals (10) **(150 pts)**	• 10x Immortal: Gauss blaster Rules: Command Protocols, Reanimation Protocols, Lethal Hits Unit: Immortals (x3) (x3) Abilities: Implacable Eradication Melee Weapons: Close combat weapon (x5) (x5) Ranged Weapons: Gauss blaster (x3) (x3)
Immortals (5) **(70 pts)**	• 5x Immortal: Gauss blaster Rules: Command Protocols, Reanimation Protocols, Lethal Hits Unit: Immortals (x3) (x3) Abilities: Implacable Eradication Melee Weapons: Close combat weapon (x5) (x5) Ranged Weapons: Gauss blaster (x3) (x3)
Immortals (5) **(70 pts)**	• 5x Immortal: Gauss blaster Rules: Command Protocols, Reanimation Protocols, Lethal Hits Unit: Immortals (x3) (x3) Abilities: Implacable Eradication Melee Weapons: Close combat weapon (x5) (x5) Ranged Weapons: Gauss blaster (x3) (x3)

Swarm (40 pts)	

Canoptek Scarab Swarms (3) (40 pts)	• 3x Canoptek Scarab Swarm Rules: Command Protocols, Reanimation Protocols, Lethal Hits Unit: Canoptek Scarab Swarms Abilities: Self-destruction, Chittering Swarm Melee Weapons: Feeder mandibles

Mounted   (345 pts)

Lokhust Destroyers (5) (180 pts)	• 5x Lokhust Destroyer Rules: Command Protocols, Reanimation Protocols, Lethal Hits Unit: Lokhust Destroyers Abilities: Hard-wired for Destruction Melee Weapons: Close combat weapon (x5) (x5) Ranged Weapons: Gauss cannon (x2) (x2)
Lokhust Heavy Destroyers (3) (165 pts)	• 3x Destroyer w/ gauss destructor Rules: Command Protocols, Reanimation Protocols, Heavy, Lethal Hits Unit: Lokhust Heavy Destroyers Abilities: Optimised for Slaughter Melee Weapons: Close combat weapon (x5) (x5) Ranged Weapons: Gauss destructor

Beast   (115 pts)

Canoptek Wraiths (3) (115 pts)	• 3x Wraith w/ claws Rules: Command Protocols, Reanimation Protocols Unit: Canoptek Wraiths Abilities: Wraith Form, Invulnerable Save[2] Melee Weapons: Vicious claws

Vehicle   (760 pts)

Annihilation Barge (1) (105 pts)	Gauss cannon Rules: Command Protocols, Deadly Demise 1, Reanimation Protocols, Sustained Hits, Twin-linked, Lethal Hits Unit: Annihilation Barge Abilities: Malevolent Arcing, Invulnerable Save[1] Melee Weapons: Armoured bulk (x2) (x2) Ranged Weapons: Twin tesla destructor (x2) (x2), Gauss cannon (x2) (x2)
Monolith (1) (400 pts)	Four death rays Rules: Command Protocols, Reanimation Protocols, Deadly Demise D6, Deep Strike, Blast, Devastating Wounds, Sustained Hits Abilities: Damaged: 1-7 wounds remaining, Eternity Gate Unit: Monolith Ranged Weapons: Particle whip, Death ray (x4) (x4) Melee Weapons: Portal of exile
Night Scythe (1) (145 pts)	Rules: Command Protocols, Reanimation Protocols, Deadly Demise D3, Deep Strike, Sustained Hits, Twin-linked Unit: Night Scythe Abilities: Invasion Beams, Damaged: 1-4 wounds remaining, Quantum Invader Transport: Night Scythe Melee Weapons: Armoured bulk (x2) (x2) Ranged Weapons: Twin tesla destructor (x2) (x2)
Triarch Stalker (1) (110 pts)	Heat ray Rules: Command Protocols, Reanimation Protocols, Deadly Demise D3, Scouts 8", Melta, Torrent, Ignores Cover Unit: Triarch Stalker Abilities: Invulnerable Save[1], Targeting Relay Melee Weapons: Stalker's forelimbs Ranged Weapons: Heat ray - dispersed, Heat ray - focused

Rules:

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.
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. Each time the last model in a Bodyguard unit is destroyed, each CHARACTER unit that is part of that Attached unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks. Each time the last model in a CHARACTER unit that is attached to a Bodyguard unit is destroyed and there is not another CHARACTER unit attached, that Attached unit's Bodyguard unit becomes a separate unit, with its original Starting Strength. If this happens as the result of an attack, they become separate units after the attacking unit has resolved all of its attacks. Each time a unit that is part of an Attached unit is destroyed, it does not have the keywords of any other units that make up that Attached unit (unless it has those keywords on its own datasheet) for the purposes of any rules that would be triggered when that unit is destroyed.
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 models; that model regains one lost wound. % If all models in that unit have their starting number of wounds, but that unit is 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'
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. After that attack is allocated and after any modifiers are applied, it inflicts a number of mortal wounds on the target equal to the Damage characteristic of that attack, instead of inflicting damage normally.
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'.
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.
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.
Deadly Demise 1	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").
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.
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. If a unit with the Deep Strike ability arrives from Strategic Reserves, the controlling player can choose for that unit to be set up either using the rules for Strategic Reserves or using the Deep Strike ability.
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").

Scouts 8"	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", with the exception that, while making that move, the distance moved by each model in that unit can be greater than that model's Move characteristic, as long as it is not greater than x". DEDICATED TRANSPORT models can make use of any Scouts x" ability listed in their abilities, or a Scouts x" ability that a unit that starts the battle embarked within that DEDICATED TRANSPORT model has (provided only models with this ability are embarked within that Dedicated Transport model), regardless of how that embarked unit gained this ability (e.g. listed in their abilities, conferred by an Enhancement or by an attached Character, etc.). 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.
Melta	Weapons with [MELTA X] in their profile are known as Melta weapons. Each time an attack made with such a weapon targets a unit within half that weapon's range, that attack's Damage characteristic is increased by the amount 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.
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.

Abilities

Leader[1]

This model can be attached to the following units:
% IMMORTALS
% LYCHGUARD
% NECRON WARRIORS

Invulnerable Save[1]

This model has a 4+ invulnerable save.

Ancient Collector

While this model is leading a unit, at the end of your Command phase, if that unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at start or end of any turn.

Surrogate Hosts

At the start of your Command phase, if this model is on the battlefield, you can select one other friendly NECRONS INFANTRY CHARACTER model on the battlefield (excluding SKORPEKH LORD or EPIC HERO models). The selected model is destroyed (ignoring any rules that are triggered when a model is destroyed) and this model is put
in its place, with all of its wounds remaining (if the selected model was leading a unit, this model now attaches to that unit as its Leader).

Leader[2]

This model can be attached to the following units:
% LOKHUST DESTROYERS
% LOKHUST HEAVY DESTROYERS

Destroyer Cult

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.

Driven by Hatred

Each time this model makes an attack that targets an enemy unit that is Below Half-strength, you can re-roll the Hit roll and you can re-roll the Wound roll.

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.

Implacable Resilience

Each time an attack is allocated to this model, subtract 1 from that attack's Damage characteristic.

My Will Be Done

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Veil of Darkness

NECRONS model only. Once per battle, at the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove that unit from the battlefield. Then, in the Reinforcements step of your next Movement phase, set up that unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

Leader[3]

This model can be attached to the following units:
% SKORPEKH DESTROYERS

United In Destruction

While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Crimson Harvest

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.

Enaegic Dermal Bond

NECRONS model only. The bearer has the Feel No Pain 4+ ability.

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.

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 3 mortal wounds.

Chittering Swarm

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.

Hard-wired for Destruction

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.

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.

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.

Invulnerable Save[2]

Models in this unit have a 4+ invulnerable save.

Malevolent Arcing

In your Shooting phase, each time you select a target for this model's twin tesla destructor, roll one D6 for the target unit and one D6 for every other enemy unit within 3" of the target unit. On a 5+, the unit being rolled for is struck by arcing energies; after resolving all of this model's attacks against the target unit, each unit struck by arcing energies suffers D3 mortal wounds.

Damaged: 1-7 wounds remaining

While this model has 1-7 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Eternity Gate

In the Reinforcements step of your Movement phase, you can select one NECRONS INFANTRY unit from your army that is either in Reserves or on the battlefield (if you select the latter, remove that unit from the battlefield and place it into Reserves). That unit is then set up anywhere on the battlefield that is wholly within 6" of this model and not within Engagement Range of any enemy models. That unit cannot declare a charge this turn.

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.

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.

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.

Targeting Relay

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

Unit	M	T	SV	W	LD	OC
Trazyn the Infinite	5"	5	2+	6	6+	1
Lokhust Lord	8"	6	3+	6	6+	2
Overlord (x2) (x2)	5"	5	2+	6	6+	1
Skorpekh Lord	8"	7	3+	7	6+	2
Immortals (x3) (x3)	5"	5	3+	1	7+	2
Canoptek Scarab Swarms	10"	2	6+	4	8+	0
Lokhust Destroyers	8"	6	3+	3	7+	2
Lokhust Heavy Destroyers	8"	6	3+	4	7+	2
Canoptek Wraiths	10"	6	3+	4	8+	2
Annihilation Barge	10"	8	3+	9	7+	3
Monolith	8"	13	2+	22	7+	8
Night Scythe	20+"	9	3+	12	7+	0
Triarch Stalker	8"	8	3+	12	7+	4

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Empathic Obliterator	Melee	4	2+	7	0	D3	Sustained Hits D3
Staff of light	Melee	4	2+	5	-2	1	-
Voidscythe (x2) (x2)	Melee	3	3+	12	-3	3	Devastating Wounds
Flensing claw	Melee	8	2+	6	-1	1	-
Hyperphase harvester	Melee	4	2+	10	-3	3	-
Close combat weapon (x5) (x5)	Melee	2	3+	4	0	1	-
Feeder mandibles	Melee	6	5+	2	0	1	Lethal Hits
Vicious claws	Melee	4	4+	6	-1	2	-
Armoured bulk (x2) (x2)	Melee	3	4+	6	0	1	-
Portal of exile	Melee	6	2+	8	-2	3	-
Stalker's forelimbs	Melee	4	3+	7	-1	3	-

Ranged Weapons	Range	A	BS	S	AP	D
Staff of light	18"	3	2+	5	-2	1
-						
Enmitic annihilator	18"	2	2+	6	-1	1
Rapid Fire 2						
Gauss blaster (x3) (x3)	24"	2	3+	5	-1	1
Lethal Hits						
Gauss cannon (x2) (x2)	24"	3	3+	5	-2	2
Lethal Hits						
Gauss destructor	48"	1	3+	14	-4	6
Heavy, Lethal Hits						
Twin tesla destructor (x2) (x2)	36"	6	3+	8	0	2
Sustained Hits 2, Twin-linked						
Particle whip	24"	3D6	3+	8	-1	2
Blast, Devastating Wounds						
Death ray (x4) (x4)	24"	1	3+	12	-4	D6+1
Sustained Hits D3						
Heat ray - dispersed	12"	2D6	N/A	5	-1	1
Ignores Cover, Torrent						
Heat ray - focused	18"	2	3+	9	-4	D6
Melta 4						

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