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CODEX
NECRONS







Necrons

THEIR NUMBER IS LEGION,
THEIR NAME IS DEATH

CONTENTS



IN SEARCH OF IMMORTALITY 8-45

Discover the ancient curse of the Necrons and how their legions arise to battle the living.



SHOWCASE 46-57

Necrons miniatures arrayed for battle.

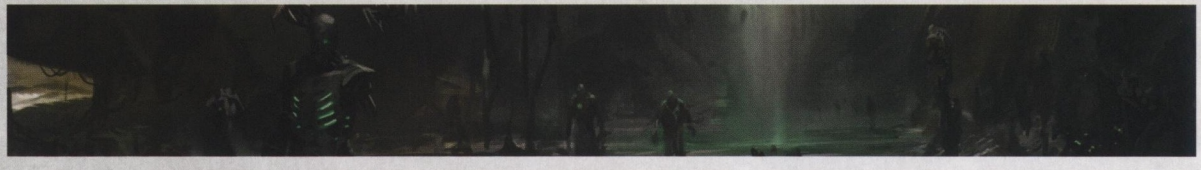


COMBAT PATROL 58-69

Command Amonhotekh's Guard in fast-paced games of Combat Patrol.

FORCES OF THE NECRONS 70-117

Select your Detachment then use your units' datasheets to claim victory.



CRUSADE RULES 118-133

Forge your army's narrative with these bespoke Crusade rules.

Introduction 120
Awakening a Tomb World 121
Agendas 126
Requisitions 127
Battle Traits 128
Battle Scars 130
Crusade Relics 132
Crusade Badges 133

POINTS VALUES 134-135

All the points values you will need to muster your army.



Introduction **72**
Army Rule **73**
Detachment Rules **74**
Awakened Dynasty 74
Annihilation Legion 76
Canoptek Court 78
Obeisance Phalanx 80
Hypercrypt Legion 82
Datasheets **86**
The Silent King 88
Imotekh the Stormlord 89
Illuminor Szeras 90
Trazyn the Infinite 91
Orikan the Diviner 92
Overlord with Translocation Shroud 92
Overlord 93
Catacomb Command Barge 94
Skorpekh Lord 95
Lokhust Lord 96
Royal Warden 97
Technomancer 98
Psychomancer 98
Chronomancer 99
Plasmancer 99
C'tan Shard of the Deceiver 100
C'tan Shard of the Nightbringer 100
C'tan Shard of the Void Dragon 101
Transcendent C'tan 101
Necron Warriors 102
Immortals 102
Hexmark Destroyer 103
Lychguard 104
Triarch Praetorians 104
Deathmarks 105
Flayed Ones 105
Cryptothralls 106
Tomb Blades 107
Skorpekh Destroyers 108
Ophydian Destroyers 108
Lokhust Destroyers 109
Lokhust Heavy Destroyers 109
Canoptek Reanimator 110
Canoptek Scarab Swarms 110
Canoptek Spyders 111
Canoptek Wraiths 111
Triarch Stalker 112
Canoptek Doomstalker 112
Annihilation Barge 113
Doomsday Ark 113
Ghost Ark 114
Doom Scythe 114
Night Scythe 115
Obelisk 115
Tesseract Vault 116
Convergence of Dominion 116
Monolith 117

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Black grit and frigid ash pattered against Overlord Ahmnok's metallic face, driven by a mournful wind. Around the Necron noble, the grey shapes of his obedient Warriors and Immortals marched against their capricious foes. Ahmnok's cortex registered every percussion of particulate upon the substance that had so very long replaced his organic outer layers. Subroutines analysed the microscopic imperfection that each particle impact created, as other systems awakened the living metal of his face to repair them. But he didn't feel it.

Ahmnok swayed swiftly back, a sword slashing inches from his face. Its teeth buzzed like a scarab. A lithe Aeldari swordsman danced out of reach of the Overlord's logical counterstrike then back to strike again. Ahmnok's hyperresponsive reflexes, honed millions of years before the Aeldari had first drawn breath, saved him. The blade only cut shallowly, into his metallic face and the crested headpiece that bore his dynasty's glyphs. The Overlord rocked back, aware of the injury, but more affronted that such vermin should dare touch him. In a momentary swirl of matter, the jagged fold of his torn lip folded closed as he sneered.

His vile attacker – Ahmnok would never honour the creature before him as an opponent – crouched and sprang, weaved and parried and jabbed with its sword, seeking some opening in the Overlord's defence. Ahmnok parried blow after blow at blistering speed with his ornate staff. He never once allowed himself to slip into stances or flourish strikes reserved only for worthy foes. Instead, feet planted shoulder-width apart, Ahmnok blocked and countered with mechanical efficiency, only a passing interest in whether this green-armoured insect would offer something new had kept it alive for these long pulse-cycles of fighting.

Ahmnok grew bored of waiting. With a directed energy pulse from his staff, he sheared the Aeldari's sword in two. A backhanded blow sliced the staff's bladed tip through the creature's neck. Ahmnok noted the arc of alien blood describe a familiar curve. He watched as the creature's tall-helmed head followed a parabola that long-buried neural systems of his mind recognised.

Ahmnok kicks the fallen Aeldari's corpse out of his eye line.

The Overlord is disoriented. The black ash and leaden skies are as red-lit snows under a wide night filled with strange lights. The battle is larger, more vibrant than a moment ago. But of course it is. He knows where he is. He is back in the War in Heaven. The present fades as he relives memory shards laid down in ages forgotten by the galaxy.

Thousands of Aeldari boil out of twilit portals, but the upstarts are dwarfed by the legions of Ahmnok's dynasty. Their time is come, the dynasty's full might unleashed. He sees the old enemy's preening alien allies – pretenders to nobility in their tall helms and their jewels – for what they are: vermin, dispatched in scuttling forays by desperate masters.

Their slender weapons are potent and their curved war engines arrow-swift, but theirs are technologies stunted by comparison with the dynasty's hard won might. All the Aeldari can attempt is to curse and deceive with their psychic cleverness, and that is a poor shadow of the power wielded by the old enemy. Such tricks are no longer enough to save those selfish ancients.

Ahmnok stalked past the beheaded corpse, falling ash already coating its armour. Something clawed at his mind, a hollow feeling that something untoward had happened as he cast the creature down. He was irked that he could not identify it. There was a discontinuity in his chronosense, but an interrogation of his pristine memory engrams revealed nothing of this nature had previously occurred.

Ahmnok ignored his fleeting disquiet and refocused on the battle's direction. There were more Aeldari than he had encountered for a very long time. Their attack craft gathered ahead in coiling spearheads, poised to strike at his legions like snakes. With a surge of command protocols, Ahmnok willed his dynasty's prized war engines forward. Doomsday Arks and Annihilation Barges loomed past him in angled formations. Driven by his decree, slab-sided Monoliths descended through the cloud layer above or materialised into existence. Eldritch energy flickered over these ancient treasures, merely dulled with time and by the effects of wars that would have left the war machines of lesser species as dust by their effects. Ahmnok's war engines unleashed blazing beams of esoteric matter towards the Aeldari craft. Their weak armour was shredded in the torrent of arcane energy, survivors scattering like startled scarabs.

A sudden explosion of eerie light drew Ahmnok's attention to the battlefield's far left. The Overlord's superior sight picked out a distant glowing figure. It hung aloft, raining fiery matter down in all directions. Even from this distance, the C'tan Shard's insane roars, cackles and insidious whispers carried. Ahmnok felt a flood of anger at the slave being's premature incursion despite the terror and devastation it caused, and he formed a priority mnemo-rendering to have the god-splinter chastened after the battle. Aeldari burned in the C'tan Shard's cosmic flames, were

melded en masse into screaming fleshy forms, or picked up and unravelled into atoms mid-air. It howled a polytonal scream of delight, and the reverberation echoed in Ahmnok's mind.

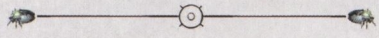


The scream shakes the planet. Cities fall to the ur-voice. The stars tremble.

The Overlord is disoriented. The black ash and leaden skies are as red-lit snows under a wide night filled with strange lights. The battle is larger, more vibrant than a moment ago. But of course it is. He knows where he is. He is back in the War in Heaven. The present fades as he relives memory shards laid down in ages forgotten by the galaxy.

The red light flooding the snow and ice streams from millions of miles above the world's surface. It is no star, Ahmnok realises, but one of the new gods, the C'tan. Pinpricks of light the Overlord knows to be Aeldari ships are swallowed by the being's power. Under the being's gaze, the planet's moon shivers, imploding in continent-sized fragments, swallowing the Aeldari and Necrons fighting there. The hunger and madness and power of the C'tan warps the fabric of reality about it. It screams hungrily again.

Ahmnok turns away, a stab of fear and hatred of the C'tan flashing through his neural cortex, even as the being reaps a harvest of his enemies. He instead watches the dynasty's cohorts of angular war engines fill the skies like a thousand rising tombs. Their pristine flanks glitter; they are like the stars of a new galaxy, one wrought and ruled over by the Necrons.

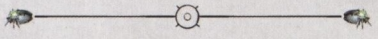


Ahmnok gazed up, seeing a patch of stars revealed in a break amid the clouds.

Something clawed at his mind, a hollow feeling that something untoward had happened as he heard the Shard's scream. He was irked that he could not identify it. There was a discontinuity in his chronosense, but an interrogation of his pristine memory engrams revealed nothing of this nature had previously occurred.

Flights of the dynasty's Night Scythes swooped above the Overlord. Warriors materialised in the light of translocation beams emitted by each craft. Ahmnok glanced back at the patch of stars. From a deeply buried memory engram, he saw how their positions had altered since the days of the War in Heaven. The absences, the new stars; it was still possible to marvel, he realised, at the ease with which his neural matrix allowed him to perceive them. I *would think myself a god*, he mused. *If I still believed in gods.*

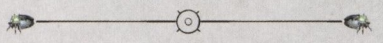
The Warriors deployed by the Night Scythes' beams lurched into a hunchbacked procession at the Overlord's unspoken whim, firing at surviving Aeldari in inexorable synchronicity. Step, fire, step. Some of his near-mindless soldiers fell, only to reassemble moments later and reknit the orchestral destruction. Step, fire, step.



Legion upon legion of the dynasty's soldiery marched in lockstep.

The Overlord is disoriented. The black ash and leaden skies are as red-lit snows under a wide night filled with strange lights. The battle is larger, more vibrant than a moment ago. But of course it is. He knows where he is. He is back in the War in Heaven. The present fades as he relives memory shards laid down in ages forgotten by the galaxy.

The vicious Aeldari have speed on their side. Every moment, he sees dozens of his thralls scythed down. But then hands twitch, limbs crawl back and reattach, deathly visages turn again to face their would-be killers. He sees it now, more than he has ever done. Every death of the Aeldari weakens them, corpses piling higher, their fighting spirit sapped. Every death of the Necrons is mere delay.



Fleshless, ever-living soldiers filed forwards at his command. They were a doom encroaching on the Aeldari.

Something clawed at his mind, a hollow feeling that something untoward had happened as he watched his warriors eradicate the Aeldari. He was irked that he could not identify it. There was a discontinuity in his chronosense, but an interrogation of his pristine memory engrams revealed nothing of this nature had previously occurred.

Ahmnok's marching legions pushed the fickle Aeldari back. They trod Aeldari corpses into the bloodied ash without breaking stride. Swarms of Scarabs brought elegant engines crashing to the ground. Phase-shifting Wraiths burst as if from nowhere to slice apart retreating foes.

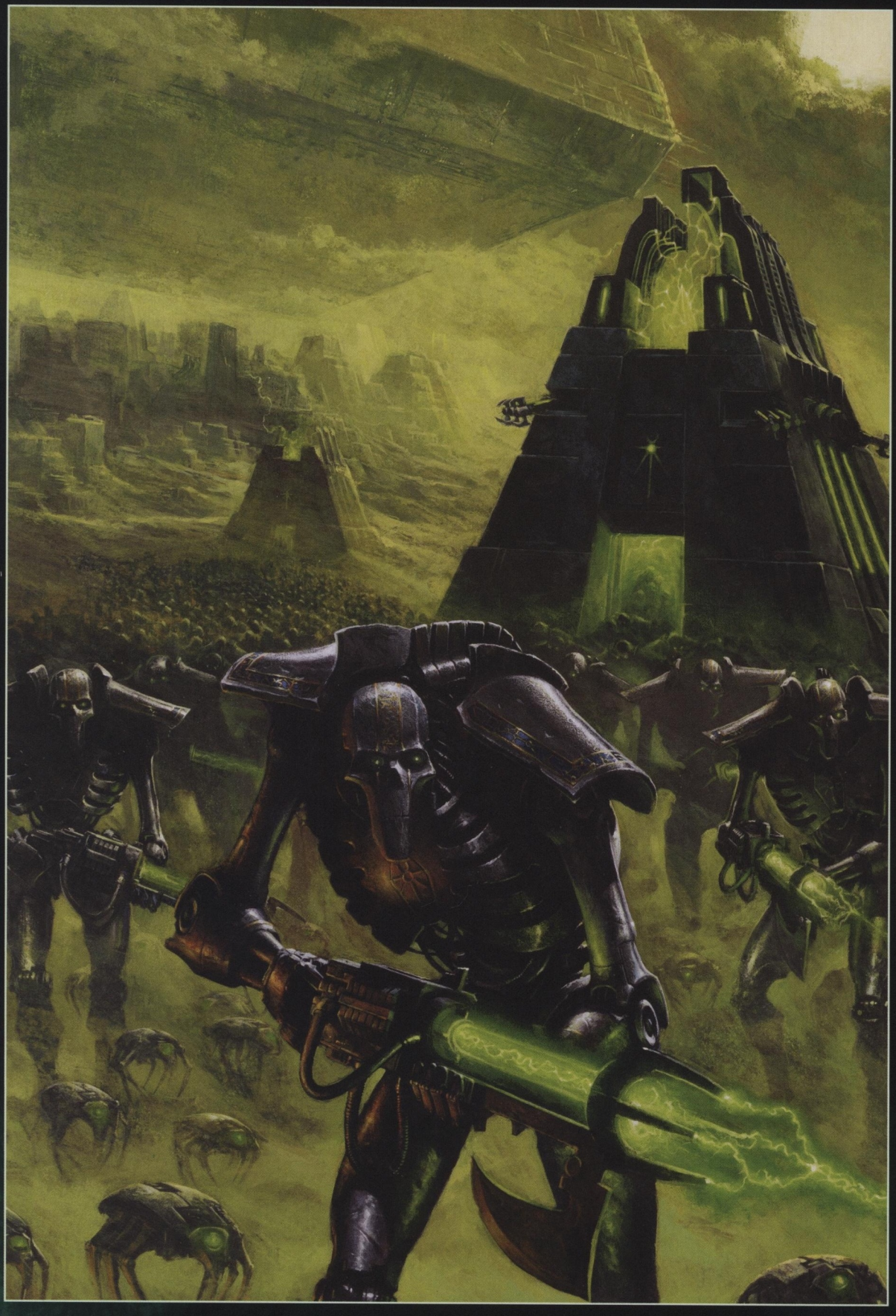
The Aeldari thrust forth a desperate rearguard as they fled. Tall, armoured warriors strode towards Ahmnok's position. He recalled the Crypteks telling him about them. Artificial constructs animated with the spirits of the dead. He saw insult in them. They were dead things, seeking to drag him down through jealousy and spite. Was not he, Ahmnok the Sempiternal Subjugator beyond death, while the soul in this fragile thing had succumbed?

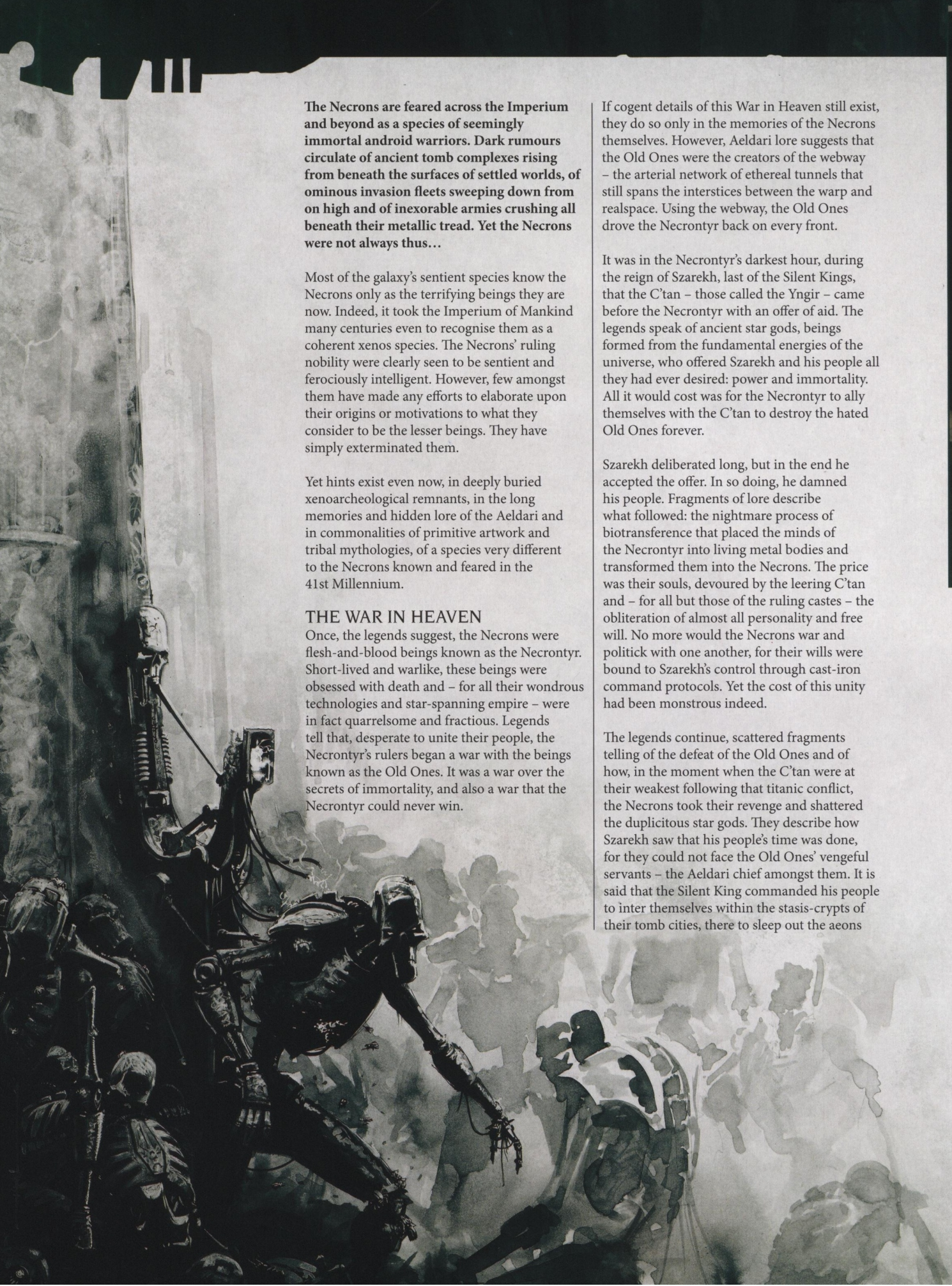
The Overlord cut through the first construct's bulbous headpiece. A surge of ego and fury pulsed through the cortex serving as his mind. He imagined he detected a cry of pain on the wind and savoured the dead thing's destruction by his own immortal hand.

In Search of Immortality

TO FACE THE NECRONS IN BATTLE IS TO STAND AGAINST DEATH INCARNATE. IT IS TO KNOW THE TERROR OF ANNIHILATION AT THE HANDS OF BEINGS WHO SHOULD BE LONG ROTTED IN THEIR GRAVES. THE NECRONS' ENEMIES SEE IMPLACABLE ANDROID REVENANTS RISE FROM THEIR CRYPTS OR STEP FROM AMIDST FLICKERING WITCHLIGHTS TO DESTROY ALL BEFORE THEM. IN RETURN, THE NECRONS SEE ONLY VERMIN, INTERLOPERS AND SAVAGES THAT MUST BE ERADICATED IN ORDER FOR THEIR MIGHTY DYNASTIES OF OLD TO RISE AGAIN.

ONCE, SIXTY MILLION YEARS AGO, THE NECRONS' ARMIES MIGHT HAVE ACHIEVED THEIR GALACTIC CONQUEST WITH SINGULAR EFFICIENCY. YET AEONS OF SLUMBER IN COLD STASIS HAVE SEEN MADNESS CREEP INTO THE MINDS OF THEIR NOBLE MASTERS, AS THE STATELY DANCE OF THE STARS THEMSELVES HAS SCATTERED AND RAVAGED THEIR WORLDS. WHAT ARISES NOW TO RECLAIM THE GALAXY IS AN ALTOGETHER MORE TWISTED SPECIES: SCATTERED, FACTIONALISED AND RIVEN BY AN INSANITY THAT HAS TRANSFORMED MANY OF THEIR NUMBER INTO WALKING NIGHTMARES, THE NECRONS OF THE 41ST MILLENNIUM ARE A DARK REFLECTION OF THEIR FADED GLORIES. YET THEY ARE NO LESS DEADLY FOR ALL THIS. IN MONSTROSITY AND MADNESS THE NECRONS ARE RENDERED MORE TERRIBLE THAN EVER BEFORE.





The Necrons are feared across the Imperium and beyond as a species of seemingly immortal android warriors. Dark rumours circulate of ancient tomb complexes rising from beneath the surfaces of settled worlds, of ominous invasion fleets sweeping down from on high and of inexorable armies crushing all beneath their metallic tread. Yet the Necrons were not always thus…

Most of the galaxy's sentient species know the Necrons only as the terrifying beings they are now. Indeed, it took the Imperium of Mankind many centuries even to recognise them as a coherent xenos species. The Necrons' ruling nobility were clearly seen to be sentient and ferociously intelligent. However, few amongst them have made any efforts to elaborate upon their origins or motivations to what they consider to be the lesser beings. They have simply exterminated them.

Yet hints exist even now, in deeply buried xenoarcheological remnants, in the long memories and hidden lore of the Aeldari and in commonalities of primitive artwork and tribal mythologies, of a species very different to the Necrons known and feared in the 41st Millennium.

THE WAR IN HEAVEN

Once, the legends suggest, the Necrons were flesh-and-blood beings known as the Necrontyr. Short-lived and warlike, these beings were obsessed with death and – for all their wondrous technologies and star-spanning empire – were in fact quarrelsome and fractious. Legends tell that, desperate to unite their people, the Necrontyr's rulers began a war with the beings known as the Old Ones. It was a war over the secrets of immortality, and also a war that the Necrontyr could never win.

If cogent details of this War in Heaven still exist, they do so only in the memories of the Necrons themselves. However, Aeldari lore suggests that the Old Ones were the creators of the webway – the arterial network of ethereal tunnels that still spans the interstices between the warp and realspace. Using the webway, the Old Ones drove the Necrontyr back on every front.

It was in the Necrontyr's darkest hour, during the reign of Szarekh, last of the Silent Kings, that the C'tan – those called the Yngir – came before the Necrontyr with an offer of aid. The legends speak of ancient star gods, beings formed from the fundamental energies of the universe, who offered Szarekh and his people all they had ever desired: power and immortality. All it would cost was for the Necrontyr to ally themselves with the C'tan to destroy the hated Old Ones forever.

Szarekh deliberated long, but in the end he accepted the offer. In so doing, he damned his people. Fragments of lore describe what followed: the nightmare process of biotransference that placed the minds of the Necrontyr into living metal bodies and transformed them into the Necrons. The price was their souls, devoured by the leering C'tan and – for all but those of the ruling castes – the obliteration of almost all personality and free will. No more would the Necrons war and politick with one another, for their wills were bound to Szarekh's control through cast-iron command protocols. Yet the cost of this unity had been monstrous indeed.

The legends continue, scattered fragments telling of the defeat of the Old Ones and of how, in the moment when the C'tan were at their weakest following that titanic conflict, the Necrons took their revenge and shattered the duplicitous star gods. They describe how Szarekh saw that his people's time was done, for they could not face the Old Ones' vengeful servants – the Aeldari chief amongst them. It is said that the Silent King commanded his people to inter themselves within the stasis-crypts of their tomb cities, there to sleep out the aeons



until they could rise again to conquer all. Finally, destroying his command protocols and freeing his people, Szarekh took his ship into the intergalactic void to seek whatever solace he might amongst the empty darkness.

THE AWAKENING

The Necrons have slept for sixty million years, if the Aeldari *Book of Mournful Night* is to be believed. Now they are waking at last, rising up to take back what once was theirs, and the galaxy trembles before them.

The technologies that facilitated the Great Sleep were so far beyond Human comprehension that they might as well have been sorcery. Hyperintelligent master programs and legions of Canoptek slave-constructs watched over the Necron tombs as the ages crept past. Despite all this, manifold disasters beset the slumbering xenos. Some tomb worlds were plundered by lesser species or purposefully purged by vengeful Aeldari. Others faced cascade failures in their stasis-crypts, were obliterated by stellar catastrophe or comet strike, or endured such violent tectonic shifts that entire tombs were flooded with molten lava.

Even those worlds that survived ended up far from their original positions, scattering the dynastic territories of old and leaving the Necrons fragmented and factionalised. The chronostats of many tomb worlds slipped due to mechanical failure or empyric distortion. Thus, rather than rising up as one across the galaxy, the Necrons have awoken piecemeal. Some emerged from stasis during the days of the Emperor's Great Crusade, while many others slumber still.

Nor have the Necrons themselves come through the process unchanged. Corruption has crept into the minds of many, either during the passing ages or while enduring the slow and unsettling process of revivification. Nihilistic madness or mindless stupor claim some, while the personality engrams of others have been distorted by countless subtle derangements.

For all this, many billions of Necrons have already awoken and trillions more stir. Their noble leaders might, in many cases, be mad, but they have lost none of their arrogant sense of superiority, nor their desire for conquest. Every Overlord and phaeron has their own agenda, be it to stockpile and fortify, to raid and destabilise, to send forth imperious envoys or to begin omnicidal purges of non-Necron life. To others, the Necrons' behaviour seems random to the point of insanity, yet in truth most are working towards the same core goals: reconquer the stars they once ruled and restore to glory whichever dynasty they once belonged to.

THE TRIARCH

From their earliest days, the rulers of the individual Necrontyr dynasties were said to have been governed by the Triarch – a council of three phaerons. The head of the Triarch was known as the Silent King, addressing his subjects only through the other two phaerons who ruled at his side. It was the Triarch who set the codes by which the dynasties were expected to conduct their political and military endeavours. However, it was their Triarch Praetorians who enforced those codes and ensured the continuation of the dynasties and the Necrontyr empire itself. By the cataclysmic end of the War in Heaven, the Praetorians judged themselves to have failed in this duty. It is for this reason that they eschewed the Great Sleep, instead watching over the slumbering tomb worlds until their people would rise up once again.

AEON 34.N, VALGÛL ERA
THE BONE KINGDOM

Amid the Ghoul Stars, Drazak is a corpse-strewn haunt of countless Flayed Ones. A solitary figure retains a semblance of sanity; Valgûl the Fallen rules over his charnel kingdom from a throne of skin and bone. Drazak still boasts a fearsome fleet and seemingly uninfected armies, and Valgûl dispatches them to harvest prizes of bloody flesh in attempts to sate Drazak's cursed Necrons. More often has Valgûl raided further afield for flesh, straying into the territories of nearby dynasties. Their nobles have attempted to corral his fleets but outbreaks of the Flayer virus have erupted in their realms and Valgûl's empire of flesh-eaters grows.

A THOUSAND EMPIRES

Most Necron nobles are still traditionalists, cleaving to ancient social and martial forms. They impose rigid hierarchies on their underlings and order and deploy their legions in accordance with – or defiance of – the codes of the Triarch that once governed them all. Most importantly, they still fight for their ancient dynasties.

Sautekh, Mephrit, Nihilakh and Ogdobekh – these and countless other dynasties make up the splintered Necron. All are technically united in subservience to the rule of the Silent King. In truth, many believe themselves as far above their rival dynasties as all Necron nobles believe their species above the lesser beings of the galaxy. Dynasties are as likely to fall into conflict as to ally, and countless smaller dynasties have been subsumed into the territories of larger and more powerful conquerors.

For all this, more Necrons awaken all the time. As their numbers grow, so too do the dire threats they pose to the galaxy. Now Szarekh, last of the Silent Kings, has returned and seeks to unite his people in galactic conquest again. Whispers precede him of a diabolical plan to negate the galaxy-ending threat of Chaos and subjugate the lesser species once and for all. With his enemies locked in a war of mutual annihilation and more Necrons rallying to his banner by the day, it may already be too late for any to stop him…

THE RELENTLESS MARCH

Upon countless battlefronts across the galaxy, Necron armies are on the attack. Perceiving little distinction between the servants of the Emperor, the worshippers of the Dark Gods or the teeming xenos empires that surround them, imperious Necron nobles send forth their legions to reconquer their interstellar domains by whatever means necessary.

The Necrons are best known and feared by their enemies for rising up from beneath their very feet. Countless civilisations have unknowingly settled on worlds that conceal Necron tomb complexes deep beneath the surface. Whether triggered by chronostat, or the tomb's master program detecting intrusive life forms, those hidden sleepers awake.

If the threat to the tomb complex is deemed significant, the master program prioritises revivification of Necron soldiery and war



engines. It wields these assets to the best of its ability, employing their might to augment that of its Canoptek slave-constructs in defending the tomb. Only when the Necron nobility awake to once again take command of their legions do they go on the offensive. In this moment, the doom of the world's flesh-and-blood colonists is sealed. The earth splits open in yawning fissures and oceans drain away as the tomb complex rises inexorably to the surface. The sky darkens with seething swarms of Canoptek Scarabs and the land glitters with the awakened legions as they advance into battle. Fortifications collapse as the ground heaves beneath them and android killers claw their way out of the earth to trap their victims within the trespassers' own, supposedly impregnable, bastions. Should reinforcements rush to the aid of the beleaguered planet, they arrive to find the awakened tomb's terrifying defences and mighty armies waiting for them. Thus are the lesser species slaughtered, and another tomb world secured in the battle for galactic dominance.

A SHADOW UPON THE STARS

Were this the only way in which the Necrons threaten the planets of the fledgling empires, it would be perilous enough. Yet time and again they descend from the heavens to conquer unwary worlds, sometimes appearing to step from thin air into the bloody heat of battle. Such unexplainable feats are not the sorcery they might appear, but are rather due to the ingenuity of the Crypteks.

Part courtly viziers, part master engineers and part cosmic alchemists, the Crypteks wield great influence within Necron society. They possess such a fundamental and far-reaching understanding of the universe's inner workings that, to the lesser species, their abilities appear as witchcraft. No single discipline do the Crypteks pursue – instead, each individual embarks on a course of obsessive study into whichever field of arcanoscientific lore most fascinates them. Such decisions are based upon whim, aptitude and often the obsessive madness caused by their long sleep. Often, a Cryptek will also select their field of expertise based upon whatever they believe will render them most powerful within the Necron Royal Courts, and provide them with the most leverage over their rivals and noble masters.

Plasmancers, for example, study the martial application of raw energy; they are aggressive warrior scientists whose bodies crawl with skeins of killing power and who can annihilate their victims with but a gesture. By comparison, disciplines such as psychomancy or chronomancy are far more subtle; the former plays upon the atavistic fears of all living things, while the latter allows the manipulation of the strings of time itself. There are countless other disciplines, from the master engineering skills of the Technomancers to the warping powers of the Gravmancers and the insidious abilities of the Penumbramancers.

Crypteks are vital not only for their personal abilities. They also construct and maintain the eldritch technologies that allow their masters to launch their conquests in so many terrifying ways.

Fleets of tomb ships are one such asset, their drives enabling them to bridge interstellar gulfs almost as quickly as warp travel, and in a significantly safer fashion. Terrifying sepulchral battleships of immense size, tomb ships can easily duel the greatest voidcraft of lesser beings, yet their greatest value is undoubtedly in spearheading Necron planetary conquests. Should even a single tomb ship settle in low orbit over an enemy world, it will deploy wave upon wave of war engines against its prey, even as its quantum wormhole technologies open the way for invading Necron foot soldiers to assail the enemy in their millions.

Dolmen gates are another means of hyper-technological Necron invasion. They were first fashioned during the War in Heaven, when the C'tan known as Nyadra'zatha the Burning One gifted the Necrons with the means of their construction. These living stone arches trammel spars of the webway, allowing the Necrons the capability to travel through them. The metallic warriors must be swift, for even subjugated the semi-sentient network resists and will destroy the Necrons if it can. Such risks prove worthwhile, however. Surprise is total when the lesser species find ancient, long-forgotten ruins flaring suddenly to life upon their worlds, and the deathless Necron legions marching from within.

THE PARIAH NEXUSES

Detailed in records lost amidst Terra's bureaucratic administration, in the wake of the Great Rift's opening several regions across the galaxy lapsed into silence. Unnoticed or ignored, these were the warnings of a harrowing scheme that is vast in its scope.

NEXUS OF DOOM

As more and more Necrons awaken, and as their armies of conquest push ever outward, so the galactic territories they control expand. Yet the dynasties are fractured, their strength scattered and their leaders as likely to fall upon one another's armies as to ally against the common foe. Though their nobility refuse to countenance the truth – or in many cases, are

BLACKSTONE

The Imperium of Man has but recently begun to understand the importance of what they call noctilith, or more commonly blackstone. Abaddon the Despoiler grasped its power and importance far earlier than they, and employed that knowledge to apocalyptic ends. Yet the true masters of blackstone are the Necrons, for they both understood and employed this substance millions of years before lesser beings even existed.

Blackstone is so named because it is mined from smooth dark deposits similar in appearance to onyx or obsidian. To the Imperium, the scientific readings that it gives off appear contradictory. To the Necron Crypteks, however, they make far more sense. Yet even Humanity has been able to grasp the core property of this substance – noctilith resonates with the energies of the immaterium and, when properly polarised, either channels or repels them with tremendous force.

While lesser species fumble to comprehend the most basic truths of noctilith, the Necrons work this powerful material into their war engines, their weaponry and even into the immense megaliths known as pylons. The Crypteks understand the techno-arcane secrets of channelling cosmic energies through blackstone, which causes the substance to flare vivid colours even as it produces weaponised energy beams, crackling portals or other effects beyond the ken of the Necrons' foes. They employ it in the null-field matrices that shield their tomb worlds from hostile psychic manifestations, and – most recently – in the fashioning of experimental pylon arrays that may yet spell doom for all of the Necrons' foes.



AEON VR.3, SARKONI ERA
EMPIRE OF THE SEVERED

Long have sane Necrons shunned the huge area surrounding the tomb world of Sarkon. Catastrophic radiation storms isolated a dynasty's worth of Necron worlds in this region in ages past, but reports from neighbouring kingdoms tell of Necron armies issuing from its depths in great number of late. Ethereal after-images are said to haunt their soldiers' tread and they move in such eerie order that they seem to be driven by a single godlike will. Even Sarkon's nobles appear bewitched, and none have declared themselves to be the Sarkoni Emperor to whom they owe fealty. Unconfirmed tales suggest the hollow mindlessness of Sarkon's armies is spreading.

engrammatically incapable of doing so – the likelihood of Necron galactic dominance has, for long millennia, been virtually nil.

The return of Szarekh, last of the Silent Kings, to the galaxy may change all of this, however. At the same time, and in response to the opening of the Great Rift, anti-Chaos protocols have released a long-imprisoned sect of Crypteks known as the Technomandrites. It was the command of the Silent King himself that saw these beings interred, for their sheer brilliance eclipsed that of all their rivals and – by forming a single, united guild – they risked becoming a power bloc that could eclipse the Triarch themselves. Yet now Szarekh seeks to implement a plan so vast in scope and ambitious in scale that he has chosen to treat with the Technomandrites and attempt to win their favour.

In the case of many – though by no means all – he has succeeded, for the Silent King's scheme is a master stroke. By employing arrays of immense, negatively polarised noctilith pylons, he seeks to create zones that Humanity – in their dawning terror and ignorance – have christened Pariah Nexuses. Each of these regions span interstellar gulfs, their malign energies radiating out through the webs of pylons from one world to the next, and blanketing swathes of the galaxy in a shroud of soul-crushing energies.

Where the cyclopean pylons rise to the skies, entire regions of realspace are cut off from the warp as though by a fractured wall of glass. Though the effect is not absolute, warp travel and translation, astropathic messaging and the manifestation of daemonic or psychic energies become vastly more difficult. Should the scattered nexus sites extend until their fields merge, Szarekh believes that the threat of Chaos could be defeated for evermore. Yet this is but one goal of his insidious plan, for the absolute absence of empyric energies would prove as detrimental to the lesser species as does its current ferocious excess. Living beings within the Pariah Nexus find themselves afflicted with a numbing despair that worsens over time, until eventually they slip into a fugue state and thence into irreversible soul-death. This fate leaves their physical forms mindless yet still alive – the perfect vessels for experimentation into the reversal of biotransference. Through his grand scheme, and with the Technomandrites' aid, the last Silent King seeks to provide his people with the means to reverse the damnation he brought upon them, and in doing so unite the Necrons that they might defeat those foes that endure to reclaim the galaxy at last.

THE IRRATIONALITY OF FAITH

The Imperium's first recorded encounter with the Silent King's contra-immaterial nodal matrix – as its Necron architects call it – was in



the Nephilim Sub-sector. Amidst the anarchy unleashed by the opening of the Great Rift and cries for help from across the Imperium Sanctus, some saw this as evidence of a welcome oasis of calm. Others, however, were suspicious and a battle group of the Indomitus Crusade was dispatched to investigate. Imperial logisticians with the force at first termed the region the Pariah Nexus. Later, as rumours of similar regions were collated, it was recategorised as the Nephilim Anomaly. Disturbed by planets they came to describe as stilled – inhabited by catatonic survivors or seemingly abandoned as ghost worlds – and sapped by the a suffocating soul-despair, the battle group's forces were initially easy prey for the Necrons in the region.

As in each of the other nodal matrices established by Szarekh's command across the galaxy, the Nephilim Anomaly was defended by the legions of many different dynasties. Most fought to defend Szarekh's nodal matrix from attack by lesser species as it steadily grew larger. Others used the opportunity to further their own dynasties or to settle ancient grudges. This disunity became a weakness that the Imperial forces exploited as some Humans exhibited an unexpected measure of resistance to the nodal matrix's smothering veil of entropy: one the Humans connected to their ineffable faith.

Szarekh had silently monitored all his nodal matrices. When he observed the events in the Nephilim Sub-sector, he moved to intervene in person and his magisterial presence galvanised the Necrons to his cause. The Silent King's abilities to inspire the loyalty of wavering allies; to coerce and manipulate his detractors into doing his bidding; to employ his exalted noble status and his keen political mastery to cut through dynastic impediments: these skills and more were turned against the invading Imperial force. What gains the Humans had made were blunted and then reversed. Across a war front light years wide, they were steadily thrust to the still-growing fringes of the nodal matrix – those, at least, that were not ruthlessly eradicated.

Exactly how some Humans had resisted the matrix's effects was not understood. Szarekh saw this ignorance as a flaw that could undermine every one of his nodal matrices and he tasked his greatest Crypteks with rooting it out.

ILLUMINOR SZERAS

Foremost among those Necrons assessing the nodal matrices' effects on the galaxy's younger species is Illuminor Szeras. A merciless monster, bioarchitect and hypertechnological vivisector, Szeras seeks to unpick the secrets of life itself. He preys on living specimens and puts his anatomical knowledge and obsessive curiosity to use on and off the battlefield to better refine and enhance the Necron form.

The C'tan might have provided the knowledge for biotransference, but it was Szeras who made it a reality. Even then, he saw it as the first of several steps on the path to ultimate evolution, a journey that would end as a creature not of flesh or metal, but as a god of pure energy. Until that day, Szeras is driven to take full advantage of, and to labour constantly to improve upon the functionality of, his mechanical form. After all, no longer must he sleep nor deal with the thousand frailties and distractions of the flesh.

Szeras labours to unravel the mysteries of life, for he fears that he would be a poor sort of god without such secrets at his fingertips. Szeras has been on the brink of understanding for many centuries, yet somehow final comprehension always escapes him. Perhaps there are some concepts in the universe that do not reveal themselves before logic, be those matters of the soul or of the ineffable power of faith. Whatever the reason, such secrets will almost certainly lie forever beyond Szeras' comprehension. This is a truth he will never accept, however – a fact that has, of late, provided the Silent King with the leverage required to secure Szeras' allegiance. After all, if the Illuminor wrought biotransference then surely he can reverse the process' effects and perhaps, in doing so, garner the final revelations that he has sought for so long?

TECHNOMANDRITES

Much of the Necrons' most advanced technology owes its provenance to a shadowy cabal of Crypteks: the Technomandrites of Magistrakh.

Exactly what befell the Technomandrites is subject to contradictory rumour. Necrons who believe they may have witnessed the events find their memory engrams strangely confused. Others argue that what occurred was so many years before biotransference that no Necron in existence would have been alive at the time. What all the tales agree upon is that the Silent King fell upon Magistrakh, having convinced the dynasties that no one faction should dictate the unfolding War in Heaven. The Technomandrites' power was shattered. Most stories go on to tell of the Silent King's imprisoning of the Crypteks, though in what form this prison took none can, or will, say.

When the Great Rift tore open, rumours flourished of the Technomandrites' return. Some Necrons say Szarekh himself forgave and released them, others that he was forced into a pact whose price he cannot pay. Others think they escaped through their own artifice. While many Technomandrites and their agents work to realise Szarekh's nodal matrix, there are those with agendas of their own who have already wormed their way into the courts of several dynasties.

PARIAH NEXUS



T12345X000-11
BHORSIS

On the planet of Bhorsis, the Silent King's Crypteks unleashed a plague of Canoptek disassembler constructs. In forms ranging in size from the microscopic to the monumental they fell upon its Imperial defenders like a storm. They picked apart thousands of warriors with ease, Szarekh and his legions advancing in their wake. On Bhorsis' moon, the honour of Overlord Karep'ta of the Nihilakh Dynasty was impugned when his noble challenge to a Space Marine Captain went unanswered. The Silent King took swift reprisal: snatching up the Necrons from both orbs, he obliterated them and vermin upon them a sustained bombardment from his war barque, the *Song of Oblivion*.



T12345X000-11
YASTAN DELTA

In a feat of crypto-engineering that he termed his Hexagraphic Culmination, Illuminor Szeras had caged a C'tan Shard with a Rhotic-fold of blackstone planes beneath the surface of three worlds in the Yastan Delta. Upon activation, the sliver of the howling star god's energy empowered Szeras' device and caused crackling streams of anti-empyric field lines. The pulsing power, intended to reinforce the nexus where it had been disrupted, was supernaturally effective, stilling the souls of every living creature in the Delta's web of systems, turning worlds into phantom haunts and escaping vessels into echoing husks of metal.



T12345X000-11
VANTIS III

A cabal of Crypteks under the authority of the Silent King's close advisor, Orikan the Diviner, led an army to destroy the Basilicanum Imperator on Vantis III. The sanctified castellum had been fortified by zealous warriors of the Adepta Sororitas and Tech-Priests of the Adeptus Mechanicus. Orikan had foreseen the fortress could become a greater threat still to Szarekh's plans with the Humans' uncanny ability to resist the nexus' effects. However, in a display of incredibly unity, Szarekhan, Oruskh and Uretp legions, as well as Triarch Praetorians, stormed the fortress in regal ranks.



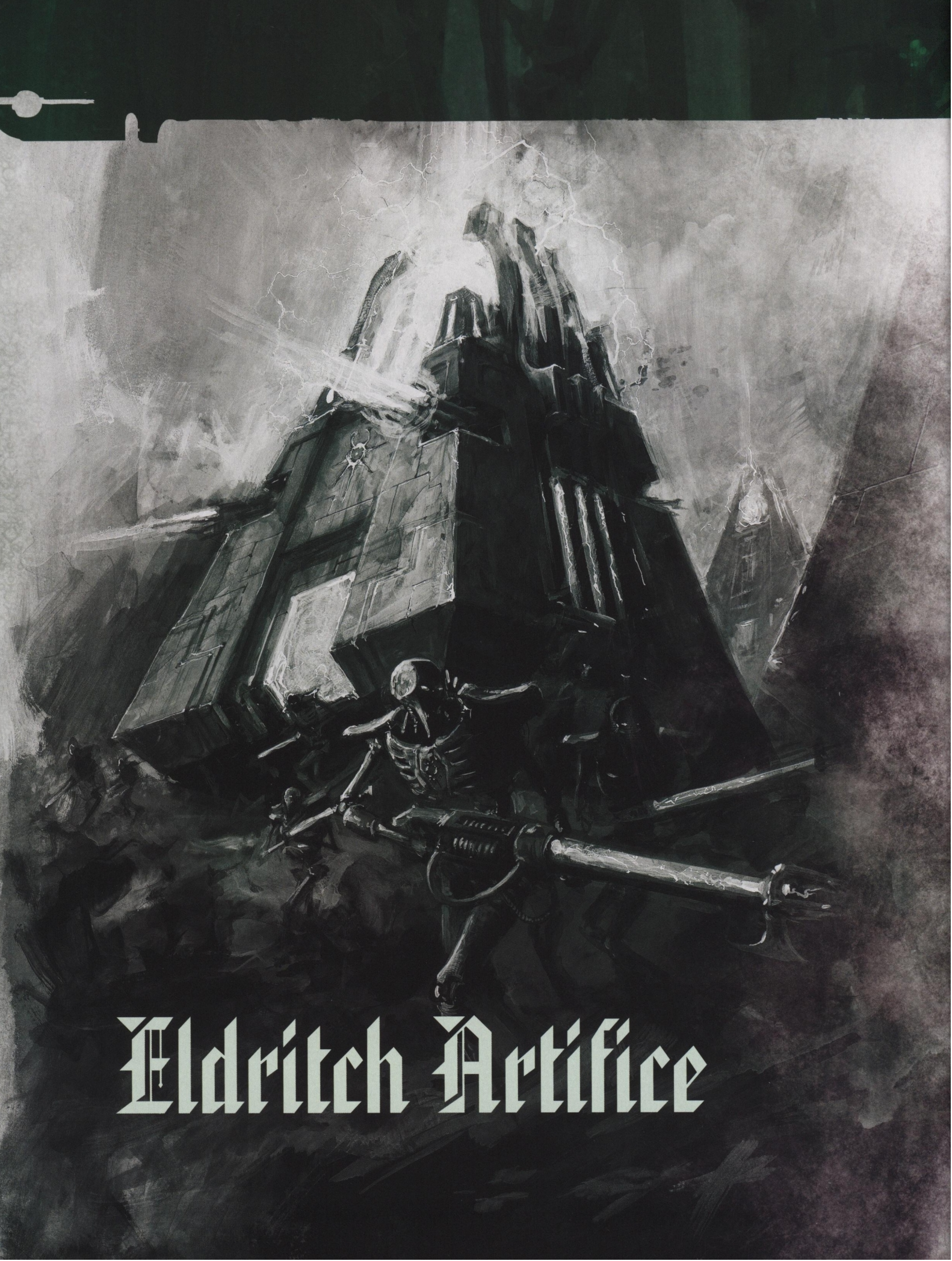
PARIAH NEXUS











Eldritch Artifice

The Necrons possess a technological base so far in advance of any of the galaxy's other inhabitants that only the artifice of the Aeldari warrants even close comparison. This is perhaps unsurprising for a species whose very living forms are mechanical in nature. Certainly it seems natural enough to the Necron nobility themselves, for it supports their arrogant presumption of superiority over the despised lesser species.

ENGINEERING IMMORTALITY

Beyond simple armoured toughness, the Necrons also benefit from a technology known as living metal – this substance can alter its molecular state in a semi-sentient fashion, flowing and replicating to heal battle damage as fast as it is inflicted. Just as disturbing to see are the Necrons' reanimation protocols. Should one of their soldiery be felled in battle, a flickering nimbus of crawling energies slowly draws the fallen combatant's twitching components back together. Even utterly shattered Necrons can reassemble themselves, rising to shamble back into the fight. Those too sorely damaged even for this are known to vanish in flares of light, either recalled to their stasis-crypts for extensive repair or destroyed by fail-safe systems to prevent their bodies from being seized for study by the foe.

Certain technological wonders exist that can accelerate or augment these core regenerative processes. The resurrection orbs carried by some high-ranking Necron nobles, for instance, send out a pulse of radiation that temporarily supercharges the self-repair systems of nearby Necron soldiery. Meanwhile, devices such as the varied forms of nanoscarab amulets or the ghostly beam of the Canoptek Reanimator contain swarms of tiny mechanical constructs that rapidly reknit sundered Necron bodies and machinery down to the finest and most minute level.

Lastly, there are the Canoptek Spyders and Scarabs; the former use raw energy to fabricate swarms of the latter, which in turn are capable of converting all solid matter into further stores of raw energy from which their Cryptek masters can fashion anything, from war engines and defences to mighty structures. Given time, this cyclical system can entirely break down the transitory settlements of the lesser species and raise glorious new tomb complexes in their place.

WEAPONS OF SUPREMACY

Most widespread of all the Necrons' weapons of war is gauss technology. From the man-portable gauss flayers borne by Necron Warriors up to the massive gauss flux arc, these weapons all function in the same fashion. They project a molecular disassembling beam that reduces flesh, armour and bone to their constituent atoms one agonising layer at a time.

Gauss is but one of the horrifying technologies the Necrons employ in battle. Tesla weaponry releases beams of living lightning that scorches and blasts victims, and can even arc from one foe to the next. Particle weapons work by emitting streams of minuscule antimatter particles. These detonate on contact with other matter, annihilating their targets in violent blasts. Enmitic weaponry, too, is as frightening as it is effective, for its thrumming pulses cause the target's atoms to be violently repelled from one another to spectacular effect. Heavier firepower is provided by such armaments as doomsday weapons, or variants of the fearsome death ray. Doomsday weapons are plasma-based and possess incredible destructive potential. They are so power hungry that entire platforms have been developed to facilitate their deployment. Death rays, meanwhile, pour immense energies through a focusing crystal, unleashing a sustained beam of blinding, searing heat and light that carves through targets one after another.

While the Necrons typically favour overwhelming ranged firepower as a statement of contempt for the foe, the close-quarters weapons borne by their more elite or murderous warriors are no less deadly. Hyperphase weaponry vibrates across multiple dimensional states, allowing it to pass through a target's defences without resistance. Voidblades work in a similar fashion, but cause their victims' very molecular bonds to collapse at the slightest touch.

Some weapons are as much status symbols as they are potent tools of destruction. The staff of light serves both as an energised battle-sceptre and a fearsome short-ranged energy weapon. Warscythes – typically carried only by Necron nobility or their Lychguard protectors – project ethereal energy fields around their tremendously heavy blades. Each swing carves through even the toughest targets as though they were not there.

TECHNOLOGICAL BOONS

The Crypteks do not restrict themselves to offensive technologies. Their skills extend to the creation and maintenance of countless other strange devices, all of which benefit the Necron legions on the battlefield. One such technology is quantum shielding. Harnessing the strength of incoming attacks, quantum shields transform that power into harmless equivalent energy; they actually become more effective the stronger the enemy's weaponry. Scarcely less of a bulwark is the dispersion shield borne by retinues of

CRYPTOTHRALLS

Necron bodies are marvels of hypertechnology, though even they have their limitations. Especially powerful weapons can damage them to such a degree that their cortex impulses no longer control their motor functions. In such cases, sometimes neither the Necron's reanimation protocols nor the intervention of the Crypteks can resurrect them, but some can still serve as Cryptothralls.

Onto the damaged remnants of the Necron, Crypteks graft a specialised Canoptek construct; one of their mindless automata. Like a parasite, it delves nano-fibre filaments into the damaged control interfaces, from where it animates the mechanical limbs. The automaton subverts the Necron's reanimation protocols to refashion hands into long flensing talons.

Given animus by the automaton roosting on its riven android form, Cryptothralls defend their arcanologist creators with systematic vigour. Disembowelling sweeps of their flensing claws are strong enough to carve through armour, while any attackers foolish enough to meet a Cryptothrall's mindless gaze have time to see its cyclopean iris open, before its scouring eye emits a beam of disassembling gauss energy.

Nobles find Cryptothralls' composite creation distasteful. Yet few suspect a darker truth: that the Necron endures long after implantation. Over time, the invasive filaments disassemble the Necron's mind as it silently screams.



GAUSS TECHNOLOGY

Many of the dynastic soldiers and war engines of the Necrons employ varieties of gauss weaponry. The technology they employ is deemed a heretical impossibility by those adepts of the Adeptus Mechanicus who have attempted to study them from witness confessions and fragmentary pict-records. Tech-Priests have attempted to rationalise it in terms of asynchronous linear induction or bipolar hypermagnetism, but no Human explanation can account for their horrifying flaying effect.

The flickering beams of energy strip the Necrons' targets down, molecule by molecule, and reduce them to their constituent atoms in moments. Flesh and blood, bone and armour, all are flensed away as they disintegrate into vapour and are drawn towards the weapon. Even bonded ceramite and reinforced plascrete are not immune, able only to endure the atomising assault a little longer.

The destruction that sustained gauss fire can cause and its effect as a terror weapon are grimly remembered by the Aeldari. More of the galaxy's younger species have learned to fear them too. The awful wounds caused by the gauss flayers carried by Necron Warriors are almost impossible to treat using conventional methods. Seeing one's comrades in arms peeled apart by sickly beams of energy, fired by ranks of deathly androids advancing like the inexorable march of death itself, is enough to crush the stoutest of defenders.

Lychguard – towering and heavy, it includes layered energy shield generators that not only stop incoming projectiles, but sometimes ricochet them straight back at the foe.

Teleportation technologies are much seen amongst Necron armies, typically employing captive wormholes that allow their phalanxes to march straight into battle from the depths of their tombs, or even from the surfaces of far-distant worlds. The eternity gate of the Monolith can even be reversed to create a portal of exile that drags in screaming foes, jettisoning them into a purgatorial nothingness beyond reality itself. Coupled with gravitic repulsion generators, which enable anything from infantry to massive war engines to glide smoothly through the air at considerable speeds, it is not hard to see why Necron armies are far more strategically agile than their warriors' rigid gaits would suggest.

THE SERVILE AND THE SHATTERED

Technology has also allowed the Necrons to enslave other entities to their will. Some of these were brought into being specifically to serve the needs of their creators, while others were subjugated for all eternity for their crimes against the Necrons.

Canoptek constructs proliferate through Necron tomb complexes and armies both. Some are large and powerful, such as the Canoptek Doomstalkers that guard their masters' armouries, or the Canoptek Spyders that command and control Scarabs and other, lesser drones. Others have stranger functions, such as the ghostly Canoptek Wraiths employed to repair inaccessible systems within tomb complexes, or the Canoptek Plasmacytes that isolate and syphon off corrupted engrams from the sleepers within stasis-crypts. These latter have been co-opted by the deranged and debased warriors of the Destroyer Cults, who actually seek to have those same engrammatic patterns injected into themselves, so as to further degrade their former personalities and fuel their nihilistic butchery. Regardless, no Canoptek being is truly sentient; rather, they are all artificial slaves, utterly incapable of independent thought.

The C'tan Shards suffer a far worse fate, for they were once the star gods of near limitless power who tricked the Necrontyr into bartering away their souls. Szarekh's revenge upon these beings saw them shattered by weapons that employed incredible cosmic energies. Yet the C'tan were bound to reality itself, and so could never be destroyed, only splintered into stunted echoes of their former might. Each such shard is still terrifyingly powerful, however, and so the Necrons bound them into extra-dimensional prisons known as tesseract labyrinths. When deploying C'tan as weapons upon the battlefield, the Crypteks ensure they are technologically shackled, leashed like mindless beasts and forced to do their masters' bidding. Of course, once in a while a C'tan breaks its straining fetters; at such times, devastating retribution is visited upon the Necrons and their foes alike.

TOMB WORLDS

The armies of the Imperium have encountered Necron tomb worlds from one edge of known space to the other. Even still, Humanity has discovered but a fragment of the dynastic territories into which the galaxy was once divided. The Necrons' worlds are scattered now, many isolated or beset, yet every single one is a mighty stronghold in its own right.

None but the Necrons now remember the glory of their star-spanning dynasties from before the Great Sleep, yet there is little doubt that their holdings have been much abused and eroded in the sixty million years since. When the Silent King ordered his people into their millennial torpor, he did everything he could to protect them. The Necrons' cities were converted specifically for the purposes of sustaining and protecting their inhabitants as they slept through the ages. They could not have been better defended or more technologically prepared for their ordeal. Still, the fundamental forces of the galaxy resist stagnation, and the aeons have not been kind.

Some tomb worlds were exposed to cosmic phenomena of overwhelming power, be they the explosive deaths of stars, the thunderous impact of huge asteroids or even the insidious touch of empyric overspill. Plunged into frozen darkness, scorched to bone dry deserts, irradiated, wrenched and torn by gravitic forces and blanketed in energy storms – these fates and many besides beset tomb worlds and left them inimical to organic life. Of course, such conditions were of little consequence to the Necrons, whose android bodies required none of the fundamentals that flesh-and-blood creatures did. Indeed, dynasties such as the Nephrek or the Thokt even harnessed and benefited from such deadly conditions.

Other tomb worlds have known the expansion of teeming biospheres. Some remain verdant even after the tomb below awakens, the Necron nobility considering the organic flora and fauna a useful camouflage for their fortifications. More often – especially in the case of tomb worlds settled by sentient species – the Necrons swiftly conquer and harvest all that they find on the planet's surface. The awakening legions emerge to find anything from seas of crops to bustling quarries, towering fortifications and hives of industry to sprawling cityscapes or elegant

orbital arrays, or furious war zones where lesser beings tear at one another, unaware of the doom their conflict has awoken from beneath their feet.

Whatever a tomb world's nature or conditions, once the sleepers arise its fate is irrevocably altered. Landmasses shudder and huge subterranean tomb cities stir beneath the surface. Vast structures force their way upward, sloughing off the devastated remains of more youthful civilisations amidst eruptions of magma and seething energy storms. Eerie megastructures ascend into the heavens, ominous guardians taking up watchful stations above the planet as cosmic super-weapons flare to life in their flanks. When the command is given by noble or Cryptek, swarms of Canoptek constructs sweep across the globe, devouring and recycling the works of younger species in order to raise monolithic monuments to their arisen masters. Any trace of the intervening millennia is swept away as the Necrons resume rulership of their domains of old.

A HIERARCHY OF WORLDS

Before the Great Sleep, the worlds of each Necron dynasty were ordered and designated according to a strict hierarchical system. Planets were qualified as crownworlds, coreworlds or fringeworlds, with each title bearing significant connotations.

At the heart of each dynasty lay its crownworld, where the ruling phaeron sat upon their throne. Crownworlds were as heavily fortified as they were regally magnificent, many playing host to incredible megastructures and devices or weapons of godlike power. Each dynasty's resources flowed in towards its crownworld, ensuring its legions were the finest and mightiest, as befitted the personal soldiery of the phaeron themself.

Coreworlds made up the inner planets of each dynasty. Typically ruled by prominent Overlords, they were centres for military might and architectural grandeur that bespoke their dynasty's power.

AEON 8.N, NAHASK ERA
THE HARVEST OF FLESH

At the demand of Phaeron Nahask, the Enat'hef Dynasty begins to recreate the living bodies they once had. The task is nigh impossible, for all memory of their once-forms has been erased. Grisly harvests of Humans, Aeldari, Gransha, Kin, Threed and a dozen other species are seized in bloody raids and the Necrons stoke interspecies wars to gauge the endurance of others. Meanwhile, the flesh banks and gene vaults of the Enat'hef grow, and their nightmarish experiments multiply. Yet foes gather; some are vengeful survivors seeking to liberate the abductees, while a tendril of Hive Fleet Gorgon has scented the bounty of biomass.



GHOST ARKS

There have been Ghost Arks since the earliest days of the Necrontyr. Then, they were simple carriages, commissioned to convey the dead to their place of interment. By the time of biotransference, the Ghost Arks took on darker connotations. Guided by grim-faced soldiers, they prowled the streets of the great cities. No longer was their business with the dead, but with the living, for they were the means by which unwilling citizens were dragged to the great transformative machines and the roaring furnaces within.

Even among those dynasties whose nobles had pledged to support the Silent King's accord with the C'tan, few of their indentured people went to the furnaces willingly. So did the Ghost Arks often convey the broken bodies of those beaten near unto death by their ruler's enforcers, for only a spark of life and memory was required for biotransference. As resistance grew, the Ghost Arks were crewed no longer by soldiers of flesh and blood, but by the first wave of converted Necrons. With each load of living cargo the Ghost Arks claimed, their aspect grew ever more bleak.

In the millions of years since, the role of the Ghost Ark has changed. They are now the redeemers of the fallen and transports of the legions' soldiery. Yet in this way they remain symbols of oncoming death, saturated with the tortured souls of their victims.

Then there were fringeworlds, those planets furthest from the light of the crownworld and thus considered of least import. Fringeworlds were little more than resource-gathering centres and border fortresses, and as such their rule was given over to each dynasty's lesser Necron lords.

However, where once there was order, now there is chaos. Galactic drift and stellar catastrophe has wrought mayhem amidst the once-orderly Necron dynasties. There is much confusion amongst the awakening nobility, but also opportunity for those able to seize it. Some crownworlds have been shorn of their vassal worlds, and are forced to fall back upon their own means. In other cases, fringeworlds rouse to find their former betters annihilated; in such cases, one-time lords name themselves phaerons and seize control of all the resources and dynastic might they consider their due. Some tomb worlds awaken to bounties of raw materials, and those able to conquer pre-existing advanced civilisations revel in their bloody harvest.

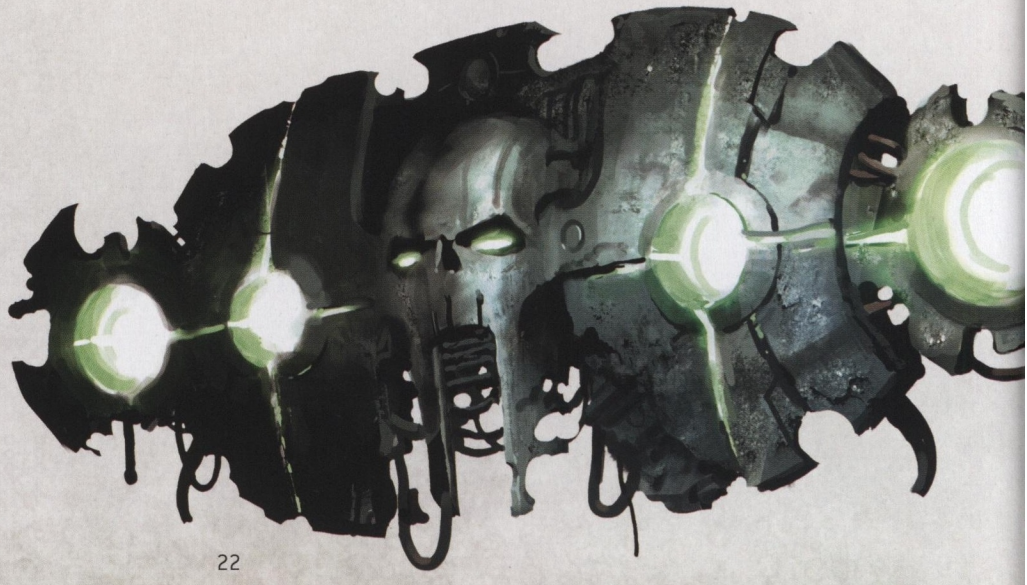
Then there are those worlds that awaken to madness. Some lie within the bounds of roiling warp storms and must fend off constant daemonic assault. Others wake even as they are being overrun by superior enemy forces, their nobility afforded just enough time to comprehend the horror of their fate before it is sealed. Worst of all, though, are the severed worlds – planets where failures in revivification have left the Necrons as mindless shells, puppeted in a hollow parody of existence by master programs that can never relinquish control to their damned masters.

MYRIAD DYNASTIES

The War in Heaven took its toll upon the Necron dynasties, annihilating many entirely. Time has seen more still eradicated as tomb complexes have slipped into true and abiding death. Still, a vast number of dynasties remain, each with their own tomb worlds, unique heraldry and cultural and military predispositions. Indeed, there are far more dynasties abroad amongst the stars than even Humanity's darkest nightmares would envision.

The shifting void rifts of the Hyrakii Deeps hide the coreworlds of the Thokt Dynasty, which orbit the massive crownworld of Meghoshta in a stately dance across the aeons. Smaller, heavily weaponised planetoids orbit them in turn. Wreathed in sparking cerulean energy, the crystalline continent-tombs of the Thokt Dynasty feed upon the radioactive power of the void rifts that surround them, the sky overhead thick with rippling darkness and flickering blue comets. As their armies emerge from their stasis-crypts and march to war, dull metal skulls reflect the cold sapphire stars far above.

Though far from the largest or most prolific, the Thokt Dynasty is arguably one of the most dangerous upon the field of battle due to its lethal and insidious weaponry. Harnessing the potent radiation in which its worlds bask, the Thokt Crypteks have incorporated rad-receptors into the weaponry of their soldiers. This advancement gives its legions an eerie aspect, causing a shimmering azure glow to radiate from them in waves. It is far more than an aesthetic modification, of course; the multi-spectral radiation that rolls off the metallic bodies of their soldiery is debilitating in the extreme to their foes. The icy lethality of the Hyrakii Deeps leave the foe weakened and in agony, easy prey for the merciless legions of the Thokt.



THE PERNICIOUS AND THE PARANOID

The Nekthyst Dynasty have always been synonymous with dubious and dishonourable conduct. Rarely did they adhere to the dynastic codes, for they sought always to employ the most expedient route to victory – even if that came by duplicity, misinformation or assassination. So disenchanted did the Triarch become with the conduct of the Nekthyst that – during the reign of Phaeron Oblis the Enslaver – they denied the dynasty aid when its crownworld of Moebius came under ferocious Ork attack.

The devastation wrought by the Orks was terrible, but not total; though they lost much, the Nekthyst Dynasty survived as a jaded and hateful presence. They replaced their former magnificence with harsh, blackened copper carapaces and turned their backs upon their people. They now employ any means necessary to protect their domains, no matter how ruthless or contemptible, and spit readily upon the so-called great dream of galactic Necron rule.

The Ogdobekh Dynasty, in comparison, benefited greatly from their own rather deviant practices; an unusual pact, believed to have been forged shortly after biotransference, saw the nobility and Crypteks of this dynasty accorded equal status. Ogdobekh armies were occasionally even led by conclaves of Crypteks, and were always well served by efficient Canoptek Swarms and magnificent war engines.

Over time, however, the Crypteks of the Ogdobekh Dynasty became arrogant, while their phaeron, Anathrosis of the Black Star, became ever more paranoid that his upstart viziers would one day try to take power for themselves. As the Great Sleep approached, Anathrosis insisted upon veritable armies of Canoptek constructs, slaved to his will alone, that could restore his legions swiftly to glory should they be compromised. He saw to it that his tomb complexes were built with triple-layered backup systems, each element built by rival Cryptek conclaves guaranteed not to collude, and again exclusively bound to Anathrosis' command.

AEON 8.Z, THASZAR ERA
THE REAVEWORLD

Exiled to a fringeworld of the Sarnekh Dynasty, Thaszar the Invincible awakes early and takes his vengeance. The outcast's ship reaches the still sleeping crownworld of Zapennec and the self-styled pirate king corrupts its master programme. Thaszar casts himself as the dynasty's phaeron and encodes the deception into Zapennec's slumbering Necrons. But there exists greater power and riches yet to be seized and Zapennec becomes the heart of a powerful reaving empire.





AEON 3FZ, ZETNAKT ERA
A LEFT-HANDED LINEAGE

The once-feared Afta'hun Dynasty of the Khordesh Nebulae falls amid complex internecine wars. It is Zetnakt who emerges dominant, said to be scion of an ill-favoured lineage. Thus is founded the Nagref Dynasty and every glyph, noble and trace of the Afta'hun is eradicated. Unstable and paranoid, Zetnakt's psychosis spreads through his command protocols like a virus. The Nagref see conspiracy and lingering Afta'hun sedition everywhere, and launch extermination crusades against a number of other dynasties.

All this additional security proved to be of immense value during the Great Sleep; when the dynasties awoke, the vehicles, constructs and warriors of the Ogdobekh emerged from their tombs all but intact. Though its leader remains paranoid and its Crypteks are still troublesome, the dynasty has conquered great swathes of territory ever since.

THE MANY LEGIONS

So many fragmented or comparatively minor dynasties are there, that even the returned Silent King does not know of them all. Some, though, are infamous amongst the Necrons, either for their methods or their turbulent histories.

The Charnovokh Dynasty, for example, were ravaged by the coming of the Tyranid hive fleets, and now cling defiantly to the edges of the Eastern Fringe. Though they have lost much, this means that only their strongest and most determined nobles and legions have survived. Setting aside any notion of politicking, the elite armies of the Charnovokh now fight with cold fury to reclaim what they have lost. Needless to say they have proven willing subjects for Szarekh since his return, for they know that, ultimately, he alone recognises the dire threat that the Tyranids represent.

The Oruscar Dynasty, by comparison, possess plentiful military power. They are cautious and defensive, however, for they guard a treasure of inestimable power and must be ever-ready to defend it. Deep beneath the surface of their crownworld, Thanatos, lies the Celestial Orrery – a perfect replica of the entire living galaxy wrought in precious metals, shimmering energy and irreplaceable cosmic technology. As the galaxy changes, so the Orrery shifts in real time to reflect this, and hundreds of Oruscar techno-seers study its every nuance to inform the movements of their legions. More amazing and terrifying still is that, with the greatest care and precision, the Orrery can be used to affect the galaxy in turn, even fashioning black holes or snuffing out stars. Fortunately for the younger species, the Oruscar see themselves as celestial custodians, rarely employing their power unless in greatest need. Others are less cautious, however – the Oruscar's phaeron, Hakmephet, currently lies besieged by the xenocidal legions of the Kardenath Dynasty, who wish to unleash the full destructive potential of the Orrery, and remain obstinately blind to the ghastly consequences for reality itself should they succeed.

STRANGE HOSTS

The might of the skeletal Necrons is not limited to conventional dynastic legions alone. Bitter outsiders, resentful exiles and malevolent aberrations abound in the wake of the Great Sleep, and many have fashioned Necron armies of their own.

Thaszar the Invincible, for example, has proven a perilous foe to all who stand before him.



After his awakening, the self-styled and highly eccentric pirate king seized the tomb world of Zapennec. Having manipulated the world's master program into making him phaeron, Thaszar remade Zapennec into the Reaveworld, building a mighty fleet from drifting wrecks and beginning a campaign of terror against the lesser beings of the galaxy.

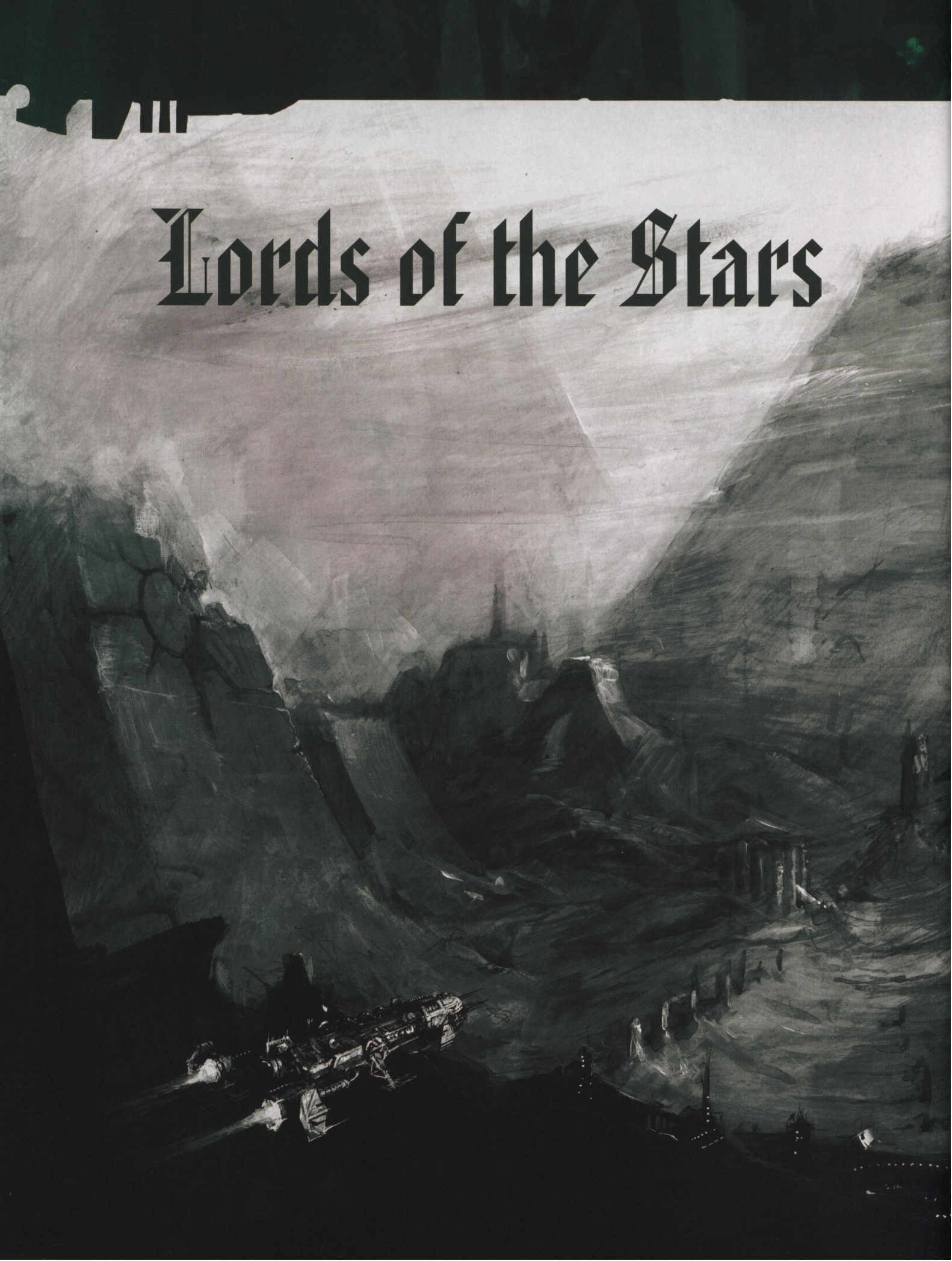
Then there are the Haunted Legions of Sarkon, crownworld of the Empire of the Severed. Long have the Necrons dreaded this awful region, for here catastrophic radiation storms created a dynasty's worth of isolated worlds. As though such a thing were not bad enough, however, now there are reports of Necron armies issuing from this region in great number. Ethereal after-images are said to dance about their bodies, and they move with such eerie synchronicity that they seem driven by a single, godlike will. As yet, reports of these legions falling upon outlying fringeworlds and – by some supernatural process – rendering them severed remain unsubstantiated. If they are true, however, then the Haunted Legions represent a terrifying threat to what remains of the Necrons' collective souls.

The possibility of Necron realms ruled – or at least controlled – by hidden cabals of Crypteks surfaces occasionally to inflame the traditionally minded nobles of other dynasties. What power and influence the techno-savants have wielded through the aeons has always been viewed as subservient to that of their regal masters and perceived attempts by Crypteks to amass wealth or status that rivals or exceeds the nobility of one dynasty is often viciously suppressed by those of another. It is a balance of power ingrained within the Triarchal Codes. The concept was used as justification by Phaeron Menkathoth when she led her Kastak legions to annexe the smaller Tzanefzhet Dynasty. She claimed their viziers had usurped the Tzanefzhet nobles and that the Triarchal Codes compelled her to punish them, with of course the Tzanefzhet territories as compensation for Menkathoth's inconvenience. That the Kastak phaeron took her new throne surrounded by a court made up entirely of her loyal Crypteks was not recorded in the victory's glyphic portrayal.

The threat of the Destroyer Legions, meanwhile, is clear. None can say whether it is natural degradation or some strange side effect of the Great Rift's opening, but the madness of the Destroyer Cults spreads faster through Necron society than ever before. Nobles turn to nihilistic slaughter in alarming numbers and, in a few rare cases, the entire upper echelons of tomb worlds have dedicated themselves and their servile legions to this morbid cause. With the more unscrupulous Crypteks helping to fashion new varieties of Destroyer all the time, and ghoulish Flayed Ones flocking to the bloodshed they create, these legions of the lost and the insane carve bloody paths across the galaxy.



Lords of the Stars



THE PHAERONS' LEGIONS

Every Necron world is organised to strict dynastic codes, from the glittering nobility who rule to the mighty legions that march out to enforce their masters' wills. Rare indeed is the tomb world that breaks from this rigid martial order.

Every tomb world is governed by its ruling noble, be they phaeron, Overlord or lord. These rulers are surrounded by their Royal Court, an assemblage of lesser nobles – nemesors who command the royal legions, Royal Wardens who serve as lieutenants and bodyguards, menacing retinues of Lychguard and scheming knots of Cryptek viziers. Much politicking and intrigue goes on in these courts, for most Necrons who retained personalities after biotransference remained both ambitious and ruthless.

Most Necron rulers find the best way to promote unity amongst their vassals is to set them against a common foe. When the legions march to war, these determined and knowledgeable leaders become valuable assets to their liege-lords. Lesser nobles make regal battlefield commanders: Royal Wardens act as lieutenants, vargards or even diplomatic envoys, while Crypteks keep the dynastic legions on the march and unleash their strange cryptosciences to cripple the enemy and aid their own forces.

Highest of the Necron nobles are the phaerons, the rulers of entire dynasties that can comprise many planetary systems. Beneath these are the Overlords, who rule clusters of tomb worlds within their phaeron's domain. Lower still are numerous ranks of lords, each charged with the keeping of a single coreworld or fringeworld. So deeply are these titles mired in tradition that they are universally constant. However, the titles of subordinate nobles and functionaries, which make up advisory councils and specialist convocations, are subject to an almost infinite variety.

Gravs, vymarks and thantars are but a few of the titles given to lower tier nobles; almost identical in terms of rank and responsibility, the only real difference arises from which dynasty the individual hails from. Many Necron titles were once hereditary, dating to the earliest days of the Necrontyr – some were relatively late inventions, crafted as a means by which nobles of lesser rank could be rewarded for their service. As the sphere of Necrontyr dominion expanded ever further, the scope and application of titles passed far beyond any form of central control. Each royal dynasty created ever more elaborate titles based on its own traditions as a means of self-justification. The more grandiose or long-winded the title, the more likely it was merely an attempt to disguise low status.

This tangled complexity becomes particularly labyrinthine when a phaeron from one royal dynasty gains sway over a world from another. The resulting protocol is tedious beyond the endurance of living creatures, but for the Necron nobility it is merely another way of whiling away eternity. To make matters worse, if a phaeron is deposed or destroyed, his replacement will sometimes insist that all existing ranks be amended to reflect the traditions of his own house. To take such a step, the incumbent must be entirely sure of his position, as a challenge to tradition is sure to rouse discontent within his own court.

The ranking structures within the Necrontyr armies and fleets have remained constant, no matter how vast and disparate the dynasties have become. For example, every time any Necrons go to war, the title of nemesor is bestowed upon the overall commander of the battlefield. This allows armies from across the stars to join forces, even if they have never met, and suffer no decrease in efficiency. This entrenched command structure helped ease the transition of Imotekh the Stormlord from nemesor to phaeron of the Sautekh Dynasty.

Another factor keeps the Necron nobility in order, both on and off the battlefield; the Triarch Praetorians – hands of the Silent King – stand as arbiters of the ancient dynastic codes, apart from the structure of the tomb worlds. The Praetorians possess the Triarch-given right to pass judgement upon the honour and conduct of all – even ruling phaerons. Normally, though, they restrict themselves to the battlefield, where they hang suspended by their gravity displacement packs as battle commences. From their vantage point, they assess the conduct of the foe. In rare cases they may deem an enemy truly sentient, and thus deserving of the ancient codes of honour. In such circumstances, frustrated Necron nobles find themselves forbidden from deploying dishonourable assets such as Deathmarks, Hexmark Destroyers and Flayed Ones. More often than not, however, they deem the enemy little better than vermin, and descend to join in their extermination.

THE PHALANXES

Most Necron legions are built around a core of phalanx upon phalanx of Necron Warriors. Neurally stunted and grindingly obedient, Warriors are spent freely by their uncaring masters. Most nobles are more concerned that their Warriors' adornments display their leader's status than they are with keeping these peons



AEON W4, SHEMVOKH ERA
ONE STEP BEYOND

A cabal of Nihilakh Crypteks tapping into divinations via the head of the Yyth Seer are alarmed when it speaks. In a grating and mechanical voice, seemingly amused by the Crypteks' attempts to rationalise its animation, the dead alien head reveals technotrophic quantum epiphanies of staggering cosmic significance. With an enigmatic smile, the Yyth Seer lapses into silence. Hyperlogic simulations suggest the secrets could vest Phaeron Shemvokh's war engines with limitless power, but to exploit the knowledge calls for esoteric energies and dangerous relics of the War in Heaven. Risks are ignored as a campaign of greed and reckless experimentation begins.

safe from enemy attacks. The Warrior phalanxes require constant direction – without this, they can manage little more than to hold position and shoot at nearby foes. Properly directed, however, their firepower and resilience make Warrior phalanxes ideal for pinning the enemy in place, grinding them into dust or blunting their most furious counteroffensives.

Most Necron legions supplement their Warrior phalanxes with formations of more elite – and substantially more self-aware – soldiery. From bands of tough and tactically independent Immortals to sharpshooting Deathmark Assassins and hurtling swarms of Tomb Blades, the dynasties can draw upon a range of strategically specialised military assets to lend their legions the edge in battle.

DEADLY TREASURES

Necron nobles make no secret of the fact that they consider the vehicles of their capacious armouries to be more precious than the Necrons who pilot them or, indeed, the foot soldiers who march to battle in the war engines' shadows. The Necrons are a people who have always equated their vast technological superiority with an undeniable right to dominate. Every cosmically powered weapon and reality-warping engine is a statement that the phaerons possess the power to trammel stars and shatter gods. They are expressions that the ruler has secured and continues to defend the quarry worlds on which the required rare resources are mined. They intimate the cabals of Crypteks who have pledged their eldritch genius to the weapons' influential owner. Mobile and awe-inspiring technological bastions – among them the translocating starsteles of the Convergences of Dominion, the slab-sided Monoliths and Obelisks, not to mention the gargantuan tomb ships – act as galactic markers, signifying their owner's ability to project their power and their majesty far out into the galaxy. They are reminders to the galaxy never to forget its most enduring masters. Thus is the armoury of each tomb world not only a concerted display of each ruler's martial might, wealth and status, but also a material manifestation of their right as a supreme being to create and destroy whatever and however they see fit.

OUTSIDERS AND EXILES

Some elements of their armies are held in contempt by Necron nobles, such as Canoptek slave-constructs, or C'tan Shards that are imprisoned as weapons or power sources. Yet there are other sects in Necron society that take to the battlefield alongside the legions, but who the nobility have little – if any – command over.

Foremost amongst these are the Destroyer Cults. While many strains of insanity have afflicted the Necrons, the nihilistic murder-madness of the Destroyers has proven pernicious and increasingly widespread. Destroyers eschew all notion of personal ambition, desire or hope, instead descending into a pit of cold and calculated hatred that sees them seek the eradication of all organic life. Those amongst their kind known as lords of the Destroyer Cult are merely those that have retained the highest levels of intellect and have the capacity to bring all of their fearsome cogitation to bear in the pursuit of total annihilation. There are many subcults – from the Lokhust with their grav-sled bodies and heavy firepower to the blade-armed Skorpekh or the debased subterranean Ophydian – that share one common demand of the Crypteks, which is to have their bodies altered into whatever form they believe optimal for the slaughter of all living things. The Necron nobles employ Destroyers as shock troops, however, they do not trust them; not only do many fear the Destroyers' madness to be infectious, but they wonder whom they will turn upon when all organic victims are slain.

The Flayed Ones, too, are feared and reviled by the rest of Necron society, exiled to languish in the horrific nether realm known as the Bone Kingdom of Drazak. They are afflicted with the hideous death-curse of the C'tan known as Llandu'gor the Flayer. It is said in the Book of Mournful Night kept in the Black Library that when the Necrons turned upon the C'tan, the Flayer was not merely splintered as were its siblings, but utterly obliterated. Yet, in its dying moments, the C'tan called down a terrible curse upon its betrayers, tainting them with an echo of its fearsome hunger. For aeons the Flayer's curse went unnoticed and unseen. By the time the madness began to manifest, the afflicted Necrons had travelled far and wide, unwittingly spreading the affliction to countless worlds.

A Necron suffering from the Flayer's curse undergoes a tortuous erosion of sanity. They begin to revel in the blood of their foes, to take trophies of meat and strips of living skin. As the madness progresses, the Necron is compelled to attempt to eat their victims, as physically impossible as that is. Their android bodies become gummed in scraps of flesh and encrusted with old blood. The living metal of their bodies becomes corrupt, working physical changes that usually include the emergence of long metallic talons. Twisted in body and mind, Flayed Ones are drawn to the scent of blood, scissoring open the flesh of reality and spilling through from their ghastly realm to fall upon the Necrons' foes. The dynastic legions make every effort to avoid these beings, whose madness they fear as catching, but they can do little to stop the Flayed Ones from joining battles that are already under way.



Anrakyr the Traveller cast his gaze over the rectilinear glyphs upon the imposing doorway before him. They regaled their onlookers with the Skaphekt's power and prestige, arranged in dialectal clusters common to the kingdoms in this region of the galaxy, but subtly foreign to those of Pyrrhia used throughout the chambers of Anrakyr's own ship. The physical glyphs were augmented with layers of energistic inscriptions visible only to Necrons. They hammered home the glory of the beings behind the door that mere visitors were made to wait at. Visitors like Anrakyr.

Khateps, his Royal Warden, shifted position behind him, an echo of the irritation the Traveller himself felt at being kept waiting, now, after all the time and effort he had already expended among this tomb's stasis-crypts. Two Immortals flanked the door. Their heads were fractionally bowed and each held one fist clenched across their chests, all in mute acknowledgement of Anrakyr's royal status. It did not matter that he was not of this dynasty; the Triarchal Codes cut across such boundaries.

Finally, the door began to open. The Immortals slammed their fists to their chests once, knelt then rose in one movement, their bodies showing little of the millions of years of torpor they had recently awakened from. The door did not move, but instead shimmered as each layer phased into other dimensions, to leave an open portal. Anrakyr strode forwards as the last wisps of matter dematerialised.

The chamber he entered was designed to cow the kingdom's vassal monarchs with its scale and grandeur. Angular slabs covered in glyphic insignia hung high above his head. The chamber's far end and the cavernous ceiling were so distant and dark as to be practically invisible. Only the walls to Anrakyr's sides could be discerned to give any sense of scale. Arched alcoves lined them, set with trophies of fallen enemies – Necron and alien alike – the dynasty's sigil worked in rare materials and conspicuous depictions of the ruling phaeron's godlike deeds. In contrast, the symbols of the Triarch appeared as a muted afterthought.

Anrakyr halted – Khateps stopping the traditional three paces behind him – as the floor came to an end like a cliff edge. Beyond it was an abyss, a mirror to the immense space above. Inverted pyramidal steps extruded from the floor's edge, leading down into nothingness. Without hesitation, Anrakyr stepped onto each as it formed. A dais rose from the dark to meet his foot from the final step. As the dais bore him away from where Khateps kept vigil, Anrakyr stood rigid with his warscythe lowered in a ritualised stance of respect. The abyss yawned beneath him, lit in its depths by lights that came and went, or swam on serpentine paths.

Other daises became visible like islands as he neared them, upon which awaited the nobility of the Skaphekt Dynasty. Their platforms were far larger than the one that bore the Traveller. Each differed in size and shape, its proximity and angle to its neighbours and its relation to the central dais of rulership. To Anrakyr, each of these subtleties described the organisation of the court. Who was in favour, or out of it; who was holding forth in open dialogue or ceding the stage; who sought the influence of others or claimed it. Most of the nobles stood tall and imperious. A few had awoken with failing bodies; they were awkwardly hunched or leant on supporting staffs. Some twitched with neural tics. Two Overlords were in prominent positions, two lesser lords accompanied one of them, a dozen other nobles occupied solitary positions. The senior-most Cryptek hung back like a shadow behind the primary throne. The dais of rulership was poised central to all, hovering on thrumming suspensors higher than any. The majestic throne upon it, however, was empty. Flanking the throne was a lesser seat, on whose noble occupant Anrakyr fixed his entire attention. The regent gazed back with apparent disinterest.

Anrakyr's dais slowed and halted. The location satisfied the codes according to his status, but only just. It was merely another move in the game of ritualised honour and offence, the dance of ego and primacy.

One of the Overlords floated forward on her elaborate platform. Her dais stopped before it obscured Anrakyr's view of the regent. She raised a hand, slid one metallic foot a fraction. Her posture was tinged with regional accents, but it was unmistakeably one of the forms of regal acknowledgement. With senses he had not possessed before biotransference, Anrakyr perceived haloes of glowing glyphs around her form. He fractionally lowered one shoulder in a rite of response.

'The honoured lord,' the Overlord intoned, 'once of Pyrrhia, is welcomed in the court of His Immortal Majesty, Phaeron Thekryst. While His Majesty attends to greater matters, His regent, the Ko'shah Tzorep, accepts the lord's request for audience.'

The Overlord glared at Anrakyr, signalling the end of her declaration and the invitation for him to speak in the same fluid somatic gesture. *Attends to greater matters indeed*, Anrakyr thought. All here knew the phaeron remained bound in his stasis-crypt, not yet awakened. The Overlord was attempting to veil her lord's

vulnerability through a mix of loyalty and pride. Anrakyr knew her, as he knew all the nobles who stared at him. He had carefully interrogated the tomb's master programme on their identities even as he had ushered most of them to wakefulness. They, in turn, had learned of him.

He addressed the Overlord, but without taking his gaze from the regent, as the codes dictated.

'Honoured lord of Skaphekt' he began, opening a hand and causing a glowing glyph to appear above it in the senses of the other nobles to signify his polite inclusion of them. 'It has been a privilege to spend so long in such a glorious realm as yours. That so storied a lineage suffered the indignity of the vermin I beheld on your crownworld's surface was a crime. It was an honour to extinguish them. Yet less so than that of initiating your awaken-'

'The gratitude is accepted,' the Overlord tersely cut the Traveller off. Anrakyr angled his head in acknowledgement. He also detected a seething aura of resentment from the senior Cryptek at his mention of a crime. They all knew he referred to the inaction of the tomb's Canoptek constructs in enabling the infestation.

'Just so.' Anrakyr's tone hardened. 'It is to aid such endeavours that I request a tithe: soldiers and materiel. As base as the vermin of your world were, they were not without teeth. My soldiers can be repaired, given time. But there are dynastic realms out there who do not have that time.'

'Vagrant beggar!' snapped one of the lords.

Anrakyr ignored the outburst. The regent had not turned to look either.

'Request?' fumed the Overlord. 'None save the Triarch makes requests of the Skaphekt! You have wiped a meagre stain aside. We endured the War, we cast down kingdoms that sought to engulf us, abominations whose like we eradicated from existence.'

At the corner of his vision, Anrakyr saw another lord's dais hover close to the Overlord's. With an impatient flick of her hand, she bid him talk.

'The Traveller, is not that what they call you,' the lord sneered. 'The nomad who abandoned his own realm. You stoke unrest and anarchy. With one hand you would weaken us and with the other hold open the door to the jealous and the spiteful we have long held down.'

Anrakyr let him speak, the hosts' prerogative to insult and chastise not one he was disposed to disrupt.

'A masterless brigand, I name you. A scavenger who pecks at sleeping giants. The Skaphekt's soldiers are its own property, Traveller, the arks and barges in its vaults are His Majesty's treasures and none others.'

His eyes still on the regent, Anrakyr stepped slightly forward in a stance that emphasised the intensity blazing from his ocular lenses.

'Parochial small-mindedness,' he spat. 'My works are greater than your dulled cortexes can process. Your rivalries, your possessions, your rights under the Triarch: all are naught before my duty. Our kingdoms have slept as filth grew upon them like a mould.'

The lord made to erupt in another insult, but Anrakyr thrust his hand towards him. The lord stiffened in confusion, unable to speak as Anrakyr's control of his linguistic protocols robbed him of all words.

The regent stirred, leaning forward from his throne.

'How dare you assault one of the Skaphekt is His Majesty's court.' His voice was low, menacing and measured, suddenly far removed from the decadent role he had been playing. 'You are an arrogant cur, Traveller. You claim your works are for the strengthening of all, you invoke the name of the Silent King and then commit this unforgivable breach of civilised conduct. You overreach.'

Now he had the regent's full attention, Anrakyr made his request plainly, shorn of civility.

'The master programme of this tomb is growing dormant as its duties are taken up by other systems, as rule is reclaimed by those who are waking. That has made it weak.'

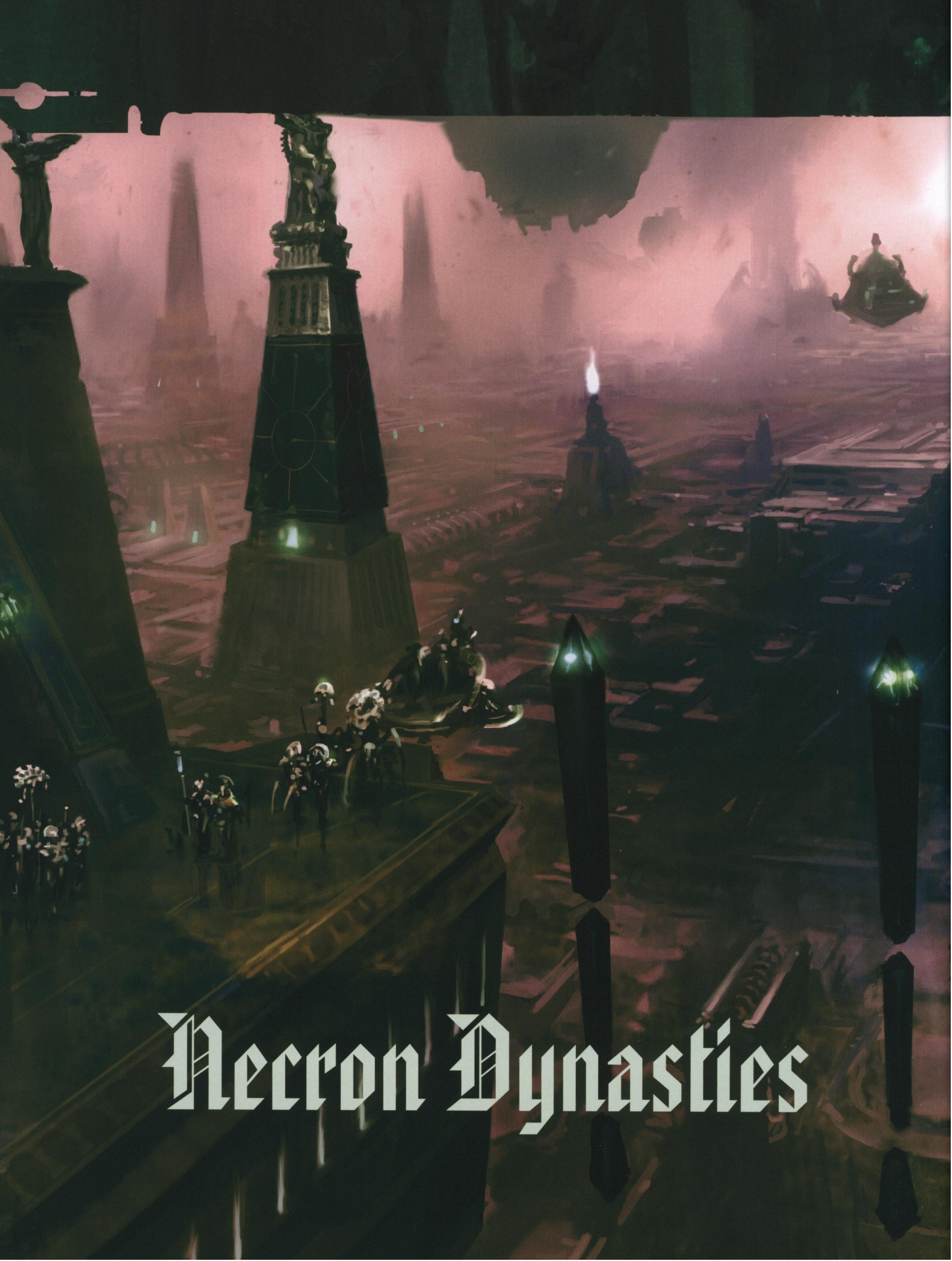
Anrakyr saw the data-auras of the nobles surge with indignation.

'I have spent a great many cycles of your star in communion with it, helping this kingdom. My will is entwined with it. Your phaeron, Thekryst, still sleeps because I have decreed it. His immortality is in my hand.'

Anrakyr raised his hand, long fingers splayed. Slowly, he closed them. 'And I can crush it with a thought.'

The Traveller detected the senior Cryptek make panicked interrogations of the tomb's systems and confirm to the aghast nobles.

'Are you worthy enough to have expended my precious time and effort?' Anrakyr asked. 'Is your dynasty worth saving or are you little more than the stain I eradicated? Cede me what my works require, or devolve into fragile anarchy and I will take what is due.'


Necron Dynasties

LINEAGES OF THE IMMORTAL

Even in life, the Necrontyr civilisation was one of strict protocol and process, governed by nobles whose rule was absolute. This rigid hierarchy became more entrenched during the transition from flesh to machine, and the awakening Necron civilisation is far more complex and stratified than the one that once ruled the galaxy.

Every Necron belongs – whether through lineage, conquest, servitude, politics or some other interweaving of fate – to a regal dynasty. Every Necron noble is truly individualistic and, whilst they might share a common set of customs and loyalties, they rarely have a unity of purpose beyond that imposed by those above them in the hierarchy. Accordingly, whilst several neighbouring systems might owe allegiance to the same dynasty, the agendas they pursue depends entirely on the whims and goals of each Overlord or lord, rather than the broader traditions of the dynasty.

Before the time of biotransference, there were many thousands of dynasties. Some wielded vast political and military power while others were vestigial. Through aeon-old wars and the Great Sleep, many dynasties were destroyed. Others were subsumed by rivals or fell prey to aliens. Still others emerged amidst the cracks of fallen territories, are calved from dynasties' internal strife or are yet to wake from the Great Sleep.

ZAHNDREKH AND OBYRON

Zahndrekh is amongst the most famed of the Sautekh Dynasty's nemesors. He enjoys the personal favour of Imotekh the Stormlord. Under his rule the fringeworld of Gidrim has risen to prominence as a powerful coreworld and military hub. Gidrim was at one time the centre of an emergent empire, governing a dozen systems with an iron hand, with Zahndrekh as its greatest general. Even now, though Gidrim has been subsumed by the much larger Sautekh Dynasty, its influence and the reputation of Zahndrekh in particular are highly respected. He is noble, principled and – as a commander – quite brilliant, not to mention loyally defended by his constant shadow, Vargard Obyron. Sadly, Nemesor Zahndrekh is also afflicted with a delusional insanity so deeply ingrained there is no chance he will ever recover from it. The nemesor perceives the galaxy about him as it once was, long before the horrors of biotransference. Zahndrekh believes himself and his followers to be flesh-and-blood beings. So convinced of this is he that the nemesor still employs several dozen food tasters to watch for poison in the feasts served up to, but never consumed by, his Royal Court.

Moreover, to Zahndrekh the enemies he fights are not rampaging Ork hordes, elite Space Marine strike forces or daemon-worshipping cultists. In their place Zahndrekh instead sees armed and armoured Necrontyr – servants of rebellious dynasties deluded or deceived by separatist demagogues, but Necrontyr nonetheless. For all this, Nemesor Zahndrekh is a sublimely skilled strategist and a masterful battlefield tactician. Still, this might not have been enough to save him from the ill-favoured attention of his mutinous Royal Court, but that he is protected at all times by Vargard Obyron. Having served as Zahndrekh's protector since the days of flesh and blood, Obyron is utterly and selflessly loyal to his master. It is Obyron who quietly puts down courtly rebellions on Gidrim, and who disposes of Zahndrekh's honoured prisoners – which the Nemesor insists on capturing alive, believing them to be brave but misguided Necrontyr insurrectionists.

TRAZYN THE INFINITE

As the archeovist of the Solemnace galleries, Trazyn's duty is one of preservation. Amidst the war-torn surrounds of the galaxy in the wake of the Great Rift's opening, however, even such a seemingly noble pursuit requires subtlety, cunning and no little flair for violence. Fortunately for the tomb world of Solemnace, Trazyn possesses both qualities in abundance.

Trazyn the Infinite goes into battle not simply to destroy, but also to collect, catalogue and preserve. With the legions of Solemnace at his command, his acquisitive drive knows no mercy. Those who dare stand between Trazyn and his prize, and yet evade his warriors, are struck down by blows from his Empathic Obliterator – a weapon that slays not only its immediate victim, but also all those nearby of a like mind and purpose. Yet Trazyn would assert that such measures are necessary, even merciful; he holds his mission to be of paramount importance, and in the time it would take to explain himself to barbaric lesser beings, countless priceless treasures would be forever lost to the flames.

The archeovist has fallen foul of his own species on many occasions. Countless courts ban his presence and many nobles seek his head for theft of their treasures. Trazyn is not known as the Infinite for nothing, however; he is cunning enough to work through surrogate bodies, leaping to a new lackey should his currently inhabited form be destroyed. In this way he is rarely kept from his duties for long, while his enemies are left howling in frustration at the devious archeovist's latest impossible escape.

SZAREKHAN DYNASTY

PRIDEFUL PRE-EMINENCE

If this dynasty was once known by a different name, biotransference – or the mental command of Szarekh himself – erased it from memory. Those of the Szarekhan Dynasty know only that it was from their number that the last Silent King arose, and that by his word they are to be considered pre-eminent. But with Szarekh's command protocols gone, many of their rival dynasties are less convinced.

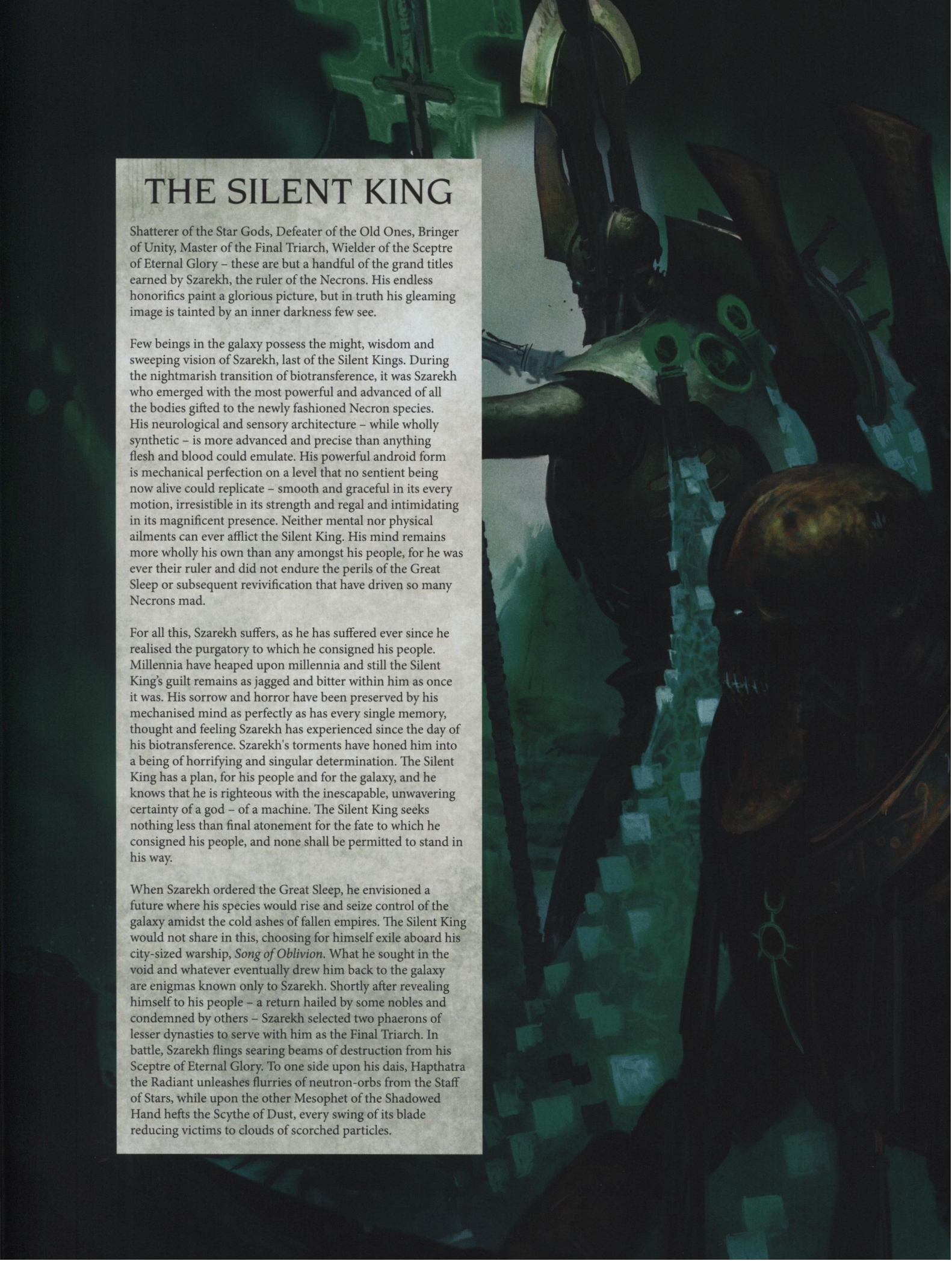
The Szarekhan Dynasty were comparatively slow to wake. Their worlds had been scattered by galactic catastrophes, the greatest of which was the onset of warp storm Asmodeor in M18. Many of their tomb complexes had been destroyed, whether by natural disasters or the vengeful attention of the Aeldari, who had sought out Szarekhan worlds with particular venom. Nor were the Aeldari their only foes from ancient days – with Szarekh's command protocols severed, many dynasties awoke with a burning resentment towards the Szarekhan. Who were they to have set themselves above all, some nobles asked. Others blamed them for every horror of the War in Heaven, holding them to account for the perceived misdeeds of their absent leader. More than one rival dynasty acted violently upon such feelings and – between this hostile attention and that of the lesser species – it is a testament to the Szarekhan Dynasty's skills in strategy and martial artifice that they survived at all.

Yet survive they did, beset upon all sides but haughty in their sense of superiority. Their nobles believed with the fervour of prophecy that the Silent King would return and reward their loyalty. Many amongst the rival dynasties feared this might prove true. If the Szarekhan were undeserving, they asked, why then did the Triarch Praetorians ally themselves so readily to their cause, often fighting in the Szarekhan defence even against other Necrons? And why did their Crypteks evince skills in the crafting of weapons, armoured bodies and potent war engines more formidable than those of any other dynasty? It was not simply that they recruited the most skilled Crypteks, nor only that the revivification and repair facilities deep within the Szarekhan tombs operated with the greatest finesse and efficiency; no, this was something deeply buried in the Necrons' artificial psyches, something that manifested in an almost supernatural fashion so that even lesser dynasties subsumed into the Szarekhan totality soon exhibited these same traits. Was it some final blessing, bestowed by the Silent King to ensure that his people would always endure? This, at least, was the Szarekhan phaerons' claim.



Now that Szarekh has returned, his dynasty hold themselves vindicated. Revealing ancient treasures and monstrous super-weapons long hoarded against this day, the Szarekhan enclaves push rapidly outward, launching countless attacks to draw enemies away from the sites where the Silent King is raising his contra-empyric matrix. The scattering of the Szarekhan's dynastic territories has resulted in many of their enclaves now lying close to sites of the matrices' nodes, a fact that rival dynasties find suspicious. They are perfectly placed not only to safeguard these regions for the glory of the Silent King, but to expand their territories while doing so. Szarekhan tomb ships – and their legions of finely equipped warriors – have also been unrelenting in their purging of those beings that, while deemed fundamentally inferior in many ways, are still capable of disrupting the Silent King's schemes.

Many smaller dynasties have already flocked to ally themselves with, or else been willingly absorbed into, the Szarekhan ranks – after all, any who resist effectively declare themselves opposed to the will of the Silent King. In such an age of chaos and misrule, there are many Necron nobles who would surrender much to feel the unity and validation of a tyrant's hand upon their shoulder once again, and more who fear the consequences should they refuse. Despite the Szarekhan's vocal idolisation of the Silent King, there is one matter on which they are taciturn. Those of the dynasty who returned with Szarekh from his exile are even more aloof than most of their ilk and an uneasy civility exists between them and those who slept.



THE SILENT KING

Shatterer of the Star Gods, Defeater of the Old Ones, Bringer of Unity, Master of the Final Triarch, Wielder of the Sceptre of Eternal Glory – these are but a handful of the grand titles earned by Szarekh, the ruler of the Necrons. His endless honorifics paint a glorious picture, but in truth his gleaming image is tainted by an inner darkness few see.

Few beings in the galaxy possess the might, wisdom and sweeping vision of Szarekh, last of the Silent Kings. During the nightmarish transition of biotransference, it was Szarekh who emerged with the most powerful and advanced of all the bodies gifted to the newly fashioned Necron species. His neurological and sensory architecture – while wholly synthetic – is more advanced and precise than anything flesh and blood could emulate. His powerful android form is mechanical perfection on a level that no sentient being now alive could replicate – smooth and graceful in its every motion, irresistible in its strength and regal and intimidating in its magnificent presence. Neither mental nor physical ailments can ever afflict the Silent King. His mind remains more wholly his own than any amongst his people, for he was ever their ruler and did not endure the perils of the Great Sleep or subsequent revivification that have driven so many Necrons mad.

For all this, Szarekh suffers, as he has suffered ever since he realised the purgatory to which he consigned his people. Millennia have heaped upon millennia and still the Silent King's guilt remains as jagged and bitter within him as once it was. His sorrow and horror have been preserved by his mechanised mind as perfectly as has every single memory, thought and feeling Szarekh has experienced since the day of his biotransference. Szarekh's torments have honed him into a being of horrifying and singular determination. The Silent King has a plan, for his people and for the galaxy, and he knows that he is righteous with the inescapable, unwavering certainty of a god – of a machine. The Silent King seeks nothing less than final atonement for the fate to which he consigned his people, and none shall be permitted to stand in his way.

When Szarekh ordered the Great Sleep, he envisioned a future where his species would rise and seize control of the galaxy amidst the cold ashes of fallen empires. The Silent King would not share in this, choosing for himself exile aboard his city-sized warship, *Song of Oblivion*. What he sought in the void and whatever eventually drew him back to the galaxy are enigmas known only to Szarekh. Shortly after revealing himself to his people – a return hailed by some nobles and condemned by others – Szarekh selected two phaerons of lesser dynasties to serve with him as the Final Triarch. In battle, Szarekh flings searing beams of destruction from his Sceptre of Eternal Glory. To one side upon his dais, Hapthatra the Radiant unleashes flurries of neutron-orbs from the Staff of Stars, while upon the other Mesophet of the Shadowed Hand hefts the Scythe of Dust, every swing of its blade reducing victims to clouds of scorched particles.

As the first mantle of existence fell away did Szarekh bring immortal order to the warring dynasties of his people, ushering them into the second mantle. It was the offer of the gods that Szarekh accepted, but it was their power that he took and with it smote the gods into splintered ruin. The War of Aeons won by his gilded hand, the Silent King bade his people rest in their victory, to slumber through the death throes of their enemies. Ever vigilant, Szarekh sailed into the sky beyond skies, there to ward the borders of his people's sleep, to cow the distant realms of existence and prepare for the Awakening.

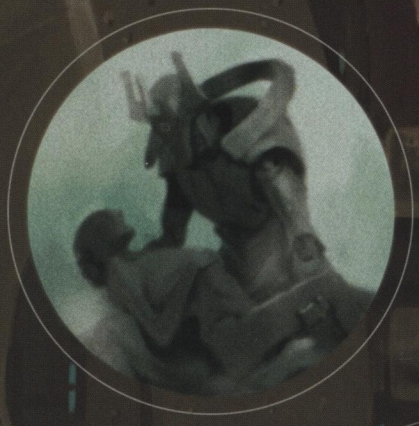


Wars with the celestant realms beyond the galaxy did Szarekh wage in the third mantle of existence as his people slept soundly, safeguarded from harm by the Silent King's unsleeping wrath. Barbarous empires did he trample in the utter dark, uncivilised realms of horror and madness did he soothe, tribute undreamt did he win, glory and wealth and honour were his. Thus did Szarekh triumph to claim territories beyond the stars, preparing a new inheritance for his people, one to be gifted at the end of all mantles.

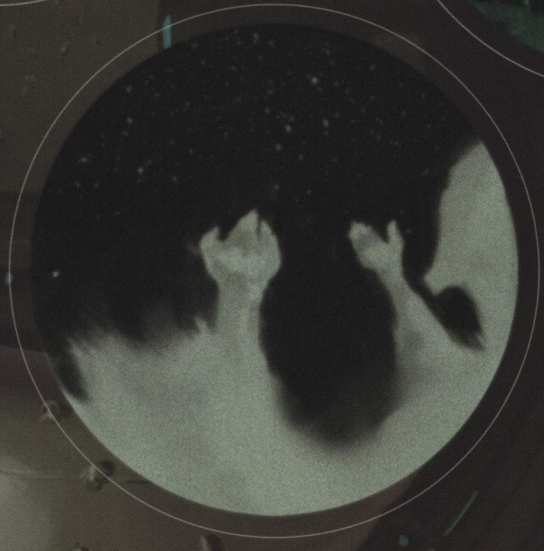
The rupture of the realm empyric sorely tested the dynasties of his people, and as one did they cry out of succour. Yet Szarekh in his immortal wisdom had foreseen all, guided humbly by the Triarch's advice. Was it not Szarekh who redeemed the lost usurpers - the Technomandrites - and released them from their prison? Was it not Szarekh, Scholar-King, who had already conceived of the crown of nodal matrices to the eternal realm? Did not the usurpers, grateful and quiescent, eagerly construct the realm-spanning matrix to Szarekh's design?

As the fourth mantle of existence dawned and his people began to Awake was Szarekh already amongst them, though his works and passage they marked not. Humble and honest were his deeds, yet had his people known of them praise and riches would they have showered upon him. The sleep of his people had been troubled by the gnawing of vermin and the last curse of the gods, and Szarekh mourned the loss and the change deeply, for none loved his people more than the Silent King.

As he is ever-generous to his loyal people, so is the Silent King the ur-nemesis to those who betray his kind. The Rehaptamet Dynasty claimed to love the people and hate only the Silent King. But the Silent King is the Code and the Code is the people. So has it ever been and so will it always remain. Though he did so with sorrow, Szarekh delivered the Rehaptamet beyond the Gates of Varl and did shun them from existence.







The purity of the eternal realm is at hand, for the Silent King's crowning design of nodal matrices spreads across every heaven. Yet though the pretender species' doom is inescapable, still do they tarry in their low existence. They dared taint Szarekh's great gift, for it is a gift of regal purging to all creation. Thus did the Silent King deign to peer closely at the lesser beings' churning lives. If they could not grasp the beneficence of his gift, then magisterial Szarekh solemnly swore to shun them from existence altogether. The celestant realms won beyond the stars await still their master and his people. Yet only when the final mantles of existence fall away completely will his people truly know the glories Szarekh has wrought for them.



IMOTEKH

Imotekh did not awaken from the Great Sleep as the phaeron of the Sautekh Dynasty. Yet, compelled by circumstance and a single-minded determination to reclaim the glorious Necron empire of old, he took upon himself that mantle and has borne it with confidence and skill ever since. Few who face the Stormlord survive, and those who do are forever changed.

When Imotekh awoke, it was to a world gripped by madness and petty ambition. He discovered that even his revivification had occurred not in the name of galactic reconquest, but to further the agenda of another. Sautekh's former phaeron had fallen to the ravages of the aeons; the more ambitious contenders had wasted no time in beginning a grinding civil war for the vacant throne. To break the deadlock, one pretender had ordered the famed nemesor Imotekh awakened. Surely this lauded war leader would provide the edge required to see the war brought to a swift conclusion?

Imotekh has consistently displayed a strategic acumen to best the galaxy's greatest war leaders. His strategies could be likened to intricate mechanisms whose wheels turn across interstellar gulfs and can encompass dozens of worlds and hundreds of armies at a time. To the more organic or superstitious of his enemies, Imotekh's incredible genius has the ring of prescience about it. His apparent ability to simply know where his forces will meet victory or defeat, where the foe will commit reinforcements and of what sort. His employment of minute-perfect countermanouevres with precisely weighted forces.

The truth behind these skills lies not in dark sorcery, nor is it – as some hope – a product of inflated rumour. Rather, Imotekh awoke from his Great Sleep possessed of a statistical and hyperlogical strategic ability that would burn out the mind of a flesh-and-blood being. Absolute recall, intense cogitation power and the ability to clearly perceive the webs of probable outcomes lie at the heart of what Imotekh achieves. Only anarchy and illogic can undermine his battle plans, and then only for a time. Not without cause does he revile the madness of Chaos and the Orks' random aggression.

Imotekh also grasps better than most of his people the psychology of the lesser species – he earned his epithet for his raising of dark energy storms that engulf those who dare face him. Even the panicked few permitted to flee the storms do so laced with bloodswarm scarabs – these microscopic constructs seethe within their hosts' bodies, sending out a signal that draws hideous Flayed Ones to them like hounds to a scent. Such terror is just one more weapon to be wielded.

SAUTEKH DYNASTY

LEGIONS OF THE STORMLORD

The Sautekh Dynasty has long been the most numerous and aggressively expansionist of all Necron dynasties. Indeed, many of the Necrons' foes could be forgiven for their mistaken belief that the colours of the Sautekh Dynasty are, in fact, the unified military panoply of the Necrons as a whole. It is their legions, after all, that have assailed the lesser species the most often.

The crownworld of the Sautekh Dynasty is known as Mandragora the Golden, and it is the embodiment of the Sautekh themselves. Sepulchrally grim in its macabre magnificence and fortified on a scale that makes the notion of invasion seem a dark jest, Mandragora is a centre for military power, unimaginable riches and the singular obsession of ultimate galactic conquest.

This is but one world of the Sautekh Dynasty, of course – in the centuries since the first Sautekh tomb complexes awoke, this dynasty have claimed hundreds more – though Mandragora is undoubtedly their greatest. The Sautekh legions march tirelessly, the dynasty's entire focus bent upon marshalling more armies, raising more fleets and sweeping out through the stars to conquer more territories in the name of their phaeron, Imotekh the Stormlord.

It is from Imotekh himself that this relentless militaristic bent flows. Formerly a famed nemesor for those he saw as his superiors, Imotekh claimed the throne from those same nobles when they proved unable to set aside their own petty squabbles. From that day onwards, the Stormlord shaped the destiny of his awakening dynasty, focusing their every effort towards unifying the Necrons and ensuring their dominance over upstart lesser beings.

The Sautekh Dynasty does not restrict its conquests to the worlds of other species. Imotekh's legions have swept over numerous dynastic territories during their relentless expansion. Those who offer ready allegiance are swiftly subsumed into the Sautekh Dynasty, often accorded substantial honour for their willingness to accept unity over personal pride. Those dynasties that resist are subjected to the full might of the Sautekh legions, albeit they are usually accorded the dynastic codes of honour. Once humbled they are absorbed all the same, though in a far more brutal fashion than capitulation would have earned.



The results of the unending Sautekh conquests are that their legions are immensely numerous and their arsenals replete with mighty war engines. When Imotekh stretches out his living metal talons he can darken the skies with invasion craft, unleash the fire of thousands of massed war engines and send infantry phalanxes beyond number to crush his foes. While the territory held by the Sautekh Dynasty does not yet rival that of many lesser species, still it is an immense swathe of systems for a few centuries' conquests. If Imotekh's advance continues, there is no telling how vast the Sautekh empire may one day become.

Even before the Silent King's unlooked for return, Imotekh was open in his detractions. The Stormlord claimed Szarekh had fled the galaxy with no more intent than to escape his crimes - those decisions that initiated the alliance with the C'tan and saw an end to the Time of Flesh. With Szarekh's return, Imotekh perhaps sees naught but a rival. It is not only as the great uniter of the Necrons that the Silent King is hailed by supporters. In the creation of his nodal matrices, Szarekh could unite the galaxy – perhaps all life – under his rule.

The Sautekh disdain for the Silent King's return does not extend to outright aggression yet. The strategic acumen of the Stormlord and that of his dynastic subordinates has instead identified the martial advantages the Silent King's grand network can provide. The dynasty's ceaseless expansion has found new vistas of opportunity within the Pariah Nexuses around the galaxy. There, Sautekh legions prey upon lesser beings cowed and ailing under the oppressive malaise suffusing these regions. Where dynasties loyal to the Silent King are found fighting those that somehow resist, the Sautekh have struck at the Necrons themselves, splitting them between two fronts. Lesser species often believe the Sautekh have delivered them from death, until the Stormlord turns on them.

MEPHRIT DYNASTY

THE SOLAR EXECUTIONERS

The Mephrit Dynasty are infamous for their destructive excesses. In the time before the Great Sleep, even before biotransference, they were the planetary headsmen of the Silent Kings, employing incredible star-killing weaponry to exterminate entire systems.

Once, civilisations all across the galaxy knew to dread the Mephrit Dynasty. When an example needed to be made, or a redoubtable opponent shattered, it was they who executed the deed. Employing spaceborne weaponry of incalculable power, the Mephrit mercilessly slew the stars that gave enemy systems life, leaving their foes frozen in the void or annihilated in seething storms of stellar fire. Many of the other Necron dynasties found such conduct dishonourable and distasteful; few lauded the Mephrit for their deeds, despite the fact that countless interstellar campaigns were swiftly and decisively concluded in this way. Their peers might have scorned their methods, but none would have been foolish enough to court the Mephrit Dynasty's displeasure. In the end, the Mephrit themselves were satisfied that to be feared was an even greater boon than to be accorded honour and respect.

The millennia have not been kind to the Mephrit Dynasty. Though many of their tomb worlds survive intact, the dynasty's phaeron – Khyrek the Eternal – was slain by pernicious Aeldari infiltrators while he still slumbered. Worse still, the Mephrit have awoken to find their grand weapons of solar execution lost or destroyed by the violent caprice of an uncaring galaxy.

Rule of the Mephrit Dynasty is now hotly contended. Ambitious nobles such as Zarathusa the Ineffable, Eknothet the Glorious and Anubitar of the Thousand Victories strive to outmanoeuvre one another, proving their supremacy through military victories and deeds of grandeur. What started as a courtly war of intrigue, prestige and politics, escalated horrifically quickly. Aristocratic duellists scrupulously abiding by the Triarchal Codes gracefully battled their noble opponents in the open, while in the shadows they orchestrated assassinations. Inter-lineage massacres, the subdual and cold-hearted sacrifice of weaker dynasties as surrogate forces, and planetary catastrophes unleashed by weapons still at their command that have wiped worlds clean of primordial life have marked the conflict. All have been justified as necessary steps in the pursuit of succession, absolute dominion and, above all, the reclamation of fearsome power as a hallmark of the Mephrit. In truth, though, the first to reclaim the ability to murder stars will surely reign supreme, such is that power seen to symbolise the dynasty's pre-eminence. It is for this reason that several contenders have now turned to the Technomandrites for aid.



Rather than uniting the dynasty in deed – if not in motive – overtures to that once-imprisoned sect of brilliant Crypteks has driven greater wedges between the rival nobles. Many Technomandrites were swayed by unknown means to Szarekh's cause and are helping to craft his network of contra-immaterial nodal matrices. Yet others have never forgiven him for imprisoning them in the first place. Thus several of the competing Mephrit Overlords indirectly aid the Silent King – obliterating lesser beings in these regions and defending the Technomandrites' work in attempts to curry favour with the Crypteks. At the same time, other Mephrit nobles are effectively furthering the shadowy goals of those who would stop at nothing to see the Silent King humbled, even if that means striking at rival Technomandrites.

So far, the ambitious nobles of the Mephrit Dynasty have avoided becoming true proxies in the Technomandrites' interfaction conflict, refusing demands for outright breaches of the ancient dynastic codes. Yet to those who have already breached such boundaries amongst their own dynasty, it is likely only a matter of time. The promise of star-killing power is a heady incentive to those who once wielded it; some see it worth any transgression. What matters dishonour, what matters sneering distaste, when those who could possibly threaten you are afraid to do so?

NEPHREKH DYNASTY

WARRIORS OF THE GOLDEN STARS

The trinary stars of the Nephrekh crownworld, Aryand, provide an overwhelming bounty of solar energy that has benefited this dynasty greatly. Such magisterial power is a lure to the desperate and the dishonourable and, in a galaxy of constant war, the Nephrekh have been forced to fight in order to keep what is theirs.

When the tomb complex deep beneath the surface of Aryand stirred to wakefulness, its inhabitants emerged to find that the legions of the Altymhor Dynasty had laid claim to their world. These rivals had been drawn, in part, by a desire to enslave the Imperial settlers who had long basked in Aryand's solar bounty. However, the Altymhor had also sought to harness the energies of the trinary stars for their own military use.

The Nephrekh phaeron, Sylphek, wasted no time in fighting back. The Great Sleep had corrupted Sylphek's personality engrams and left him not just appreciative of his crownworld's neighbouring stars, but completely obsessed by them. He was incensed by what he saw as the desecration of his dynasty's sacred rites; the campaign for retribution that Sylphek led was lightning-swift and ferocious, soon driving Altymhor Necrons and Imperial forces alike from the system.

Since that day, the Nephrekh have basked in the light of their stars. Harnessing these energies has allowed them to amass arsenals of doomsday weaponry and other potent technologies with which to blast their foes to ashes. Sylphek's obsessions have also played their part, for his desire to be draped in the molten glory of his stars led his dynasty's Crypteks to fashion him skin of living metagold that – through advanced hyperalchemical processes – allows him to transform into pure light and cross incredible distances in an eye-blink. Believing himself a celestial deity, Sylphek has since bestowed this golden form upon his most trusted Overlords and other lieutenants, and has even had the technology worked into the burnished bodies of his lesser soldiery. Now, the grand legions of the Nephrekh Dynasty advance in gilded magnificence, stuttering and blinking across the battlefield with terrifying speed.

Having fought off the acquisitive Altymhor Dynasty, the phaeron, caught up in his obsession with his gilded form and the energy-rich trinary stars, is wary to the point of paranoia. Sylphek is convinced the phaerons of other dynasties are constantly plotting against him, creeping in the shadows cast by the glorious power of his crownworld and always seeking a way to steal away the beauty he has forged. Though he has cordially received delegations of Triarch Praetorians seeking his dynasty's aid in furthering the Silent King's grand ambitions, Sylphek has deflected them with claims of numerous aggressors on his own borders, claims that are only marginally exaggerated, while simultaneously offering his loyalty in well-spoken platitudes. In his cold, metal heart, however, he suspects even the Silent King no less of lusting after his great wealth.

Phaeron Sylphek's paranoia, acquisitiveness and delusions of divinity also manifest among other nobles. Some Crypteks believe that widespread sabotage during the Great Sleep infected the revivification processes not only of Aryand but several of the Nephrekh worlds. The Aeldari are chief suspects, for their agents are known to have preyed on sleeping tombs. Many nobles believe otherwise. So deeply run the protocols of hierarchy among the Necrons that a noble's will can override the minds of their lessers. A phaeron's rule is much more absolute. Thus, observing nobles see the madness as Sylphek's alone, one that has seeped into his subordinates.

The Nephrekh's retaliatory strikes against those they view as envious thieves are among the only times their suspicions of each other are laid aside. Adeptus Mechanicus explorators, resource hunters from the Leagues of Votann and cabals of Thousand Sons seeking to seize the dynasty's translocation secrets have all felt the rage of the Nephrekh. That their greatest weapons of eradication so far remain lost to them is no hindrance to the gilded legions' ability to eradicate the galaxy's plunderers.

NIHILAKH DYNASTY

DESTINED FOR CONQUEST

The Nihilakh Dynasty have garnered a fearsome reputation amongst the galaxy's younger species since their worlds began to awaken. Though often steady and defensive, they are nonetheless ruthless conquerors and deadly foes. The pragmatism of the dynasty's rulers has seen a relentless expansion though means both martial and political.

As they began to rise from their Great Sleep, the Nihilakh discovered that much of their ancient territory had been invaded. Faced with the very real danger of being overrun, their surviving nobility consolidated the dynasty's strength upon their crownworld of Gheden. This proved a wise move indeed.

The Nihilakh had always been a tremendously rich dynasty, and had funnelled much of their vast resource-wealth into Gheden's hyperspatial vaults. Now they drew upon their hoard to fashion legion upon legion of war engines, raise mighty defences and equip their warriors with the finest weaponry imaginable. Lesser beings hurled their armies against the newly fortified borders of the Nihilakh Dynasty and were rebuffed with devastating casualties. Moreover, once attacked, the arrogant and imperious Nihilakh nobles would not rest until the perceived impudence of the attackers had been punished with utter annihilation.

The well-appointed Nihilakh legions had another advantage in this war; greatest of the dynasty's cosmic treasures was the preserved head of the Yyth Seer – the last of its kind and a means by which the Necrons could peer into the skeins of the future. Armed with such prescient intelligence, the Nihilakh struck precisely where and when they needed to in order to crush any interlopers, transforming their defensive stance into a more offensive march of conquest.

With their core territories intact, the Nihilakh are on the march once more. Guided by the oracular visions of the Yyth Seer, the stratagems of their siege-hardened nobles and the uncanny artifice of the dynasty's Crypteks, the once inward-looking Nihilakh seek to feed their need for expansion. Since the opening of the Great Rift, the dynasty's legions have been seen far from their core territories with increasing regularity. As well as crusades of annihilation, the Nihilakh Dynasty have embarked on wars of conquest, enslaving entire planetary populations of many alien species. Wary neighbouring dynasties, concerned that the Nihilakh will seek to outdo even the Sautekh in their subjugation of other Necron realms keep a close watch upon the armies of Gheden and its fringeworlds. On many occasions, Nihilakh's legions have been witnessed actively hunting the forces of Chaos, though none can say to what end. Stranger still, the Nihilakh appear to have cordoned off a large sector of space within their domain, and their billions of slaves work tirelessly to erect enormous, geometrically arranged monuments.



The dynasty's nobles have openly committed their legions to the Silent King's nodal matrices, swearing oaths to secure it against those they are intended to subdue and to shepherd its seemingly inexorable growth. Seizing and heavily fortifying new territories with noctilith pylons before advancing again, the Nihilakh seek nothing short of galactic dominance for their people.

So far, however, in support of the Silent King the phaeron Shemvokh has deployed his well-appointed warriors only to the Nephilim Sector. Despite his claims of lofty ideals in the name of the Triarch, Shemvokh's deployments lack any altruism for the Necrons as a whole. His legions fight only for the promised gifts negotiated with the Silent King: power, prestige, territory and even greater wealth. Shemvokh sees himself as a great player in whatever schemes the Silent King may have planned, for he has no doubt that the completion of Szarekh's matrices is far from the only matter in which Nihilakh's strength will be needed. The dynasty's sky-darkening fleets of ships, ranks of war engines and heavily equipped legions will support Szarekh's designs. If Nihilakh's heavy price is not met by Szarekh, Shemvokh reasons, maybe other dynasties will be glad to oblige.

NOVOKH DYNASTY

BLOOD-SPATTERED BUTCHERS

Before biotransference, the Novokh Dynasty was infamous for its long and elaborate blood rituals, and for the naked savagery of its armies. This apparent atavism was ingrained upon the neural engrams and, though unrecognisable as those hosts from prehistory, their legions retain this bloodthirst.

Few Necron legions are as frightening to face in battle as those of the Novokh Dynasty. It is one thing to witness flesh-and-blood warriors slashing a path through their foes, but to see glassy-eyed androids move from methodical, mechanical killing to ever more frenzied industrial slaughter is another scale of horror entirely. The Novokh offer no quarter, no mercy for their victims. Instead they hack them apart like lunatic butchers set loose in a pen of livestock. They do not stop killing until their living metal bodies are drenched in gore and their victims are naught but dismembered meat.

The reason for this gruesome spectacle is that the memories of their dynasty's blood rituals still linger in the personality engrams of the Novokh Necrons. Though they can be ponderous, almost somnolent before a battle's commencement, once their enemies' blood starts to flow those engrams are triggered. They provide the Novokh soldiery with surges of vigour and aggression that prove near narcotic, while enlivening the blood-spattered Necrons to a more dangerous degree.

Taking full advantage of this trait, the Novokh nobility field vast numbers of infantry assets headed by bands of blade-wielding Lychguard. These they augment – many would say recklessly – with those of their dynasty who have fallen to the Destroyer curse. Such a force possesses numbers and resilience, yet its true might is revealed once its gestalt bloodlust awakens and the butchery begins. Employing these tactics, the Novokh phaeron – Galmakh the Moon Killer – has driven his legions relentlessly outwards from his crownworld of Dhol VI in one gory conquest after another. They have crushed Orks and Humans alike, and show no signs of slowing.

Legions of the Novokh Dynasty, notably those led by its violent phaeron Galmakh, have been witnessed fighting in a number of the Silent King's nodal matrices. Where other dynasties battle throughout these regions, the Novokh amass their undying forces primarily among the Pariah Nexus' expanding periphery. Here are burgeoning frontiers of Necron expansion, populated by terrified refugee fleets, worlds and entire systems in anarchy as the dread shroud of inertia overtakes them. These event horizons are immense and consume many dozens of new systems in reach of the Novokh legions with every passing cycle. Their surface area grows with every gradual surge as the Nexus regions enlarge, gifting Galmakh's dynasty with more arenas in which to unleash their unique style of industrial butchery.



Not all of the Silent King's supporters welcome the Novokh Dynasty's onslaughts. Galmakh has revived his practice of destroying a planet's moons, disrupting the gravity and orbits of any world that defies him, but also undermining some of the careful stellar alignments of the Technomandrites. Many Novokh Overlords declare their campaigns are fought solely in the name of the Triarch, framing them in terms that brook no contradiction. The speed of their advance, however, has drawn criticism among other dynasties as well as agents of the Silent King. Though many are the armies of the lesser species that fall messily to their blades, few are the worlds upon which they consolidate their gains before moving on. More than one specimen-hunting cabal of Crypteks have run foul of vengeful survivors who escaped the rapid slaughter. While many of these cases have surely arisen from the Novokh's desperate need for new and greater expressions of slaughter, for the more far-sighted of Novokh nobility, the stratagem has been a more conscious measure. They see the day when unbridled eradication of the lesser beings of the galaxy leaves none upon which to practice the dynasty's blood rituals and so seek to husband populations that can recover enough for an eternity of bloodshed.

Commencing interpretive broadcast of Interrogative Record XLi/NA3. Archeovistic analysis indicates record salvaged from site 67-y. Loqutor records pending.

'Throne bless this device and its spirit. I don't know if that's enough. Emperor forgive me, but I can't run any more. I've hidden myself, and this data-cache. I pray it can survive what I know is coming, what I've seen … I make this – what, statement, testament? – in the hope it can warn others. Someone should know. Throne, let this record survive. Just know: it wasn't my fault. It wasn't…'

[vox-cipher failure, extended non-verbal emotive vocalisation]

'I– I'm sorry. I identify myself as Sudoyev d'Kayth, Rogue Trader and captain of the E*mergent Concord*. My family's warrant is credited with Dymnost Sector command but, well, they don't know I'm here. I 'auto-evaluated my mercantile remit', as Mother called her own deals. Trespass and theft is how Dymnost will see it. There was a curio, a buyer who promised *anything* for more, a year and half of my wealth spent searching. But I found where it had been dug up. That's how I came to the backwater of Rohrvan.'

[data disrupted, acoustics imply tectonic instability; compensating]

'…don't know if you heard that. If the mountains still stand, you will have found this cache in a cave system of Rohrvan's southern Sha'pothiz range. I can't name the peak. Chenic was my cartographene. He's gone.

I told the officials in Arun City I was a game hunter. I posted sentries around the valley where the trinket had been found to watch out for spies and guard the ground-cars. From the fringe of my dig site I could make out the city's lights on clear nights. It lay in an ancient crater at one end of the valley, encircling peaks shielding it from the worst of the Sha'pothiz winds.

For a local month, I ordered pit after ugly pit gouged out of that damned valley. All the servitors and gear shuttled down at nights from the *Concord*; my bribes of the overseers, the guards, the work gangs; it seemed worth it when they broke into what Chenic called an unnatural void. After everything, I told myself I deserved what was down there. I'd earned it.

I'm gabbling. Am I gabbling? Where… the breakthrough, yes. It was a chamber, a tunnel, just dark rock to me. Chenic was like a child, excited. He said something, like it was tooled but not with tools, I can't remember his words. We spent days mapping the passages. They went deeper than Chenic said they had any right to go, twisted where he said it wasn't possible. I told the little man to ignore the shape of the passages he fussed over, the meaningless glyphs. I remember hitting him. I wanted items, artefacts, *sellable* relics.

That was the day, the day I hit Chenic, that it began.

We'd reached a chamber bigger than any we'd been in; the dozens of us spread out, wrist-lux beams probing the dark. Thanks to mass-lumens hauled down by servitors, I saw rectilinear slabs like mag-lev cars. It was Gylos, my filthy Tech-Adept, already trying to pry his way into one ahead of me with his tendrils: he was the first. He went stiff, he blurted out a noise, but then he screamed. A real scream. I didn't know he still could. I heard him crackle. I smelt him cook.

What came next is mixed up in my head. Most of us – the mercenaries, Gylos' adepts, servitors, labourers – were knocked down by some kind of pressure wave. The mass-lumens all blew at once. Without them, I saw lines of luminescence on the walls and the slab-like shapes, insane spider webs of glowing filaments. I could hardly hear a damned thing at first, my ears were in agony, but someone shook me, grabbed me. I think it was Moyth, one of the mercenaries. Then he stared over me. I remember thinking he looked like death in the glow from the walls.

When I looked I saw why.

What had been the featureless rock flanks of the crate-forms were brimming with rippling emerald light all around us. Where Moyth and I stared, *something* was pulling its talons from a servitor. In the pulsing glow, the thrall looked like it had been peeled open. The thing was there and it wasn't, like a phantom. I didn't understand where it had come from until I saw others stutter into existence as they pulled themselves *out of the light*! There were tails, I think, but I remember the claws the most.

It must have been seconds, but it felt an age. Sounds returned. I heard the scrape of metal on stone, the flop of flesh as it fell in wet heaps. Most of the adepts had been amongst the servitors; the horrors wrenched two of them apart in sprays of blood and oil. I heard their machine-cries of pain.

Then there was the din and the flash of weapons fire. I– I think I was running then. All of us were running: those who could run. Into the dark.

The lumens that had lined our descent through the passages had blown as well. The fear upon me was so great, I didn't even think to use the cranial data-cache to retrieve the route from my sub-cogitation. There were screams behind, those who were

too slow. In the pitch black, in panic, I ran straight into a stone wall and couldn't work my legs for a second to get back up. I heard stamping feet rush past me. No one turned back when I screamed for help. No one! But then there were shouts and gunfire from ahead. The echoes turned me around twice, three times, and I passed side passages where I heard mercenaries shout in plaintive voices that ended in shrieks.

There was the buzzing too. A drone that I felt through my feet, through my hands along the walls. I didn't know what it was until something grabbed at my ankle. I'm sure I screamed. I hit and hit at it, scrambling back until my shoulder hit stone.

All my flailing must have angered the spirit of my wrist-lux. It burst to life. It was one of the dig labourers in a side passage. Her hand spasmed in thin air where my leg had been. She sparkled, like Mother at a dance. But they weren't sequins covering her. A swarm of glittering things seemed to infest her. Some were like dust in the lux beams, others a fingernail across. They were taking her apart bite by bite. When something the size of my fist crawled out of her mouth, I ran.

I've seen harrowing sights. But I've never been as terrified as during that escape: that weeping, bloody, scramble for light, for air. For life.

I tremble now to recall it. I realise now it was a primeval kind of fear. Animal. A personal terror. The fear granted to us by intelligence, imagination, *civilisation*: that is something else.

I think ten or so of us made it into the valley, crawling out of the hole. My data-cache tells me fifty-nine went in. No one helped each other.

We ran, limped, stumbled in the general direction of the ground-cars. I recognised Chenic, but none of the others. The second time I fell I realised the trembling I felt wasn't just in my heart and legs. The ground was shivering. The treetops swayed on the valley sides in waves. Rocks, then boulders, tumbled into the valley, sweeping aside centuries-old forest like it was a scum of mould.

We could hear things among the valley trees all around us, getting closer. I thought of the hole directly behind us. Then I thought of all the other holes I – we – had torn open for miles around.

There were other screams as I ran. I saw fewer of my ground crew around me, until I saw no one. I didn't see what took most, but I saw what happened to Chenic.

The shake of the ground became so bone jarring that running was impossible. We scrambled and crawled, grabbing at tuftweed to keep the bucking ground from throwing us around. I fell between two boulders, and something in my ankle gave way. From where I lay, I saw Chenic scramble away. Then he stopped, skittered back to me and stopped again. I could only see his face. It was a mask of unutterable terror. Somewhere beyond the rock that obscured everything else, there was a sudden glow. Then Chenic's face… crumpled, bits flew away in ashen flakes. In a moment, his skull turned black and evaporated. All in silence.

I heard the clank of metal on rock. A rhythmic thud; footfalls I was sure. They multiplied again and again, crunching past me not a dozen yards away. I don't know what the things were. I screwed my eyes shut, tears washing my cheeks. It was a long time before I could open them.

I don't know how long I cowered. I only moved when I could no longer hear anything over the rumble of the quakes and the crash as more scree tumbled from the peaks. I had a vision of being entombed, of being crushed by rock or drowned in mud and dust. I think it was instinct that drove me up. I crawled, like vermin. I had to, my leg would not have supported me over solid ground.

I don't know how I made it up here. I didn't know where I was going. I only realised I was under an overhang when I stopped being pummelled by falling rocks. Chenic would know how high I was. When my vision settled, I could make out a splash of bright red that was all that remained of the smashed and buried ground-cars. I could see the two curves of the peaks as well, and the smear of grey and brown that was Arun City.

Holy Terra, it is almost beyond words.

The peaks had changed. They had sloughed away the accretion of Emperor knows how many years to show what really lay beneath, poking through a landscape now riven with fissures and tangled creases I realised with a jolt were many miles in length. Structures of geometrically precise black stone protruded from the range, strung with obelisks thrust taller than the mountains they had been, curving in towards what this vantage point showed me was no crater. Beams of blackness following invisible field lines arced from the obelisks tips, earthing among Arun City's walls. I saw the city crumbling. I saw glittering rivers converging on the weakened city. It was only when I caught sight of one pouring down a nearer peak that I realised it wasn't water, it was *them*. Tens of thousands of *them*, the setting sun glinting from metal hides.

I could not watch Arun's end. I crept in here in some foolish attempt to wait out the horror. But I can hear them outside. There is no escape…'



Showcase

DYNASTIC PANOPLY

WHEN THEIR SOLDIERY BECAME SERVILE ANDROIDS, THE NECRON NOBILITY TOOK TO APPLYING THEIR DYNASTIC COLOURS AND GLYPHS DIRECTLY ONTO THE WARRIORS' LIVING METAL BODIES. EMPLOYING THE ARTS OF THE CRYPTEKS, THE HUES OF ARMOUR PLATES WERE ALTERED ON A MOLECULAR LEVEL, AND THE FREQUENCIES OF WEAPON CRYSTALS AND ARCANE POWER SOURCES ATTUNED TO GLOW WITH THE SAME FIERCE DYNASTIC COLOURS. GLYPHS ARE PICKED OUT WITH GLOWING ISOTOPES WHILE OTHERS ARE CORRODED SIGILS OF FADED GLORY.











1



2



1 The crenellated cities and bustling civilisations of the galaxy's younger species are viewed by some Necrons as little more than accreting scums of semi-sentient mould in comparison to their own glorious dynasties. To the aggressive nobles of the bloody-handed Novokh Dynasty, such alien nests at least offer the opportunity to awaken the dangerous vigour of their legions and re-enact their ancient blood rituals.

2 The territories of the Necron dynasties, even after the calamities during the Great Sleep, exist throughout the galaxy. Upon planets thought cold and dead, their stasis tombs still lie beneath the surface. During her search for new worlds fit for conquest and settlement, the Rogue Trader Elucia Vhane explored many unnamed and unmapped worlds. While investigating angular structures embedded in age-old lava deposits, she and her deck battalions of Voidsmen came under attack by phantom-like machines. Vhane managed to escape with a fifth of her landing party, but her presence had begun a hidden tomb's revivification protocols. Soon, the Nihilakh Dynasty had a newly awakened fringeworld from which to further expand its territory.













Szarekhan Dynasty Chronomancer



Szarekhan Dynasty Technomancer



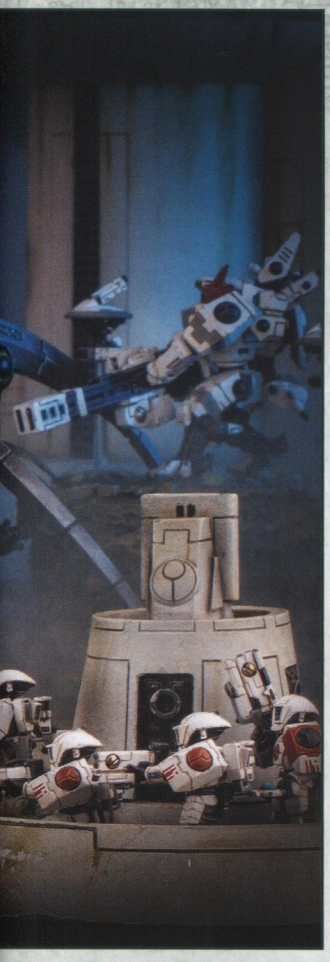
Szarekhan Dynasty Psychomancer



3



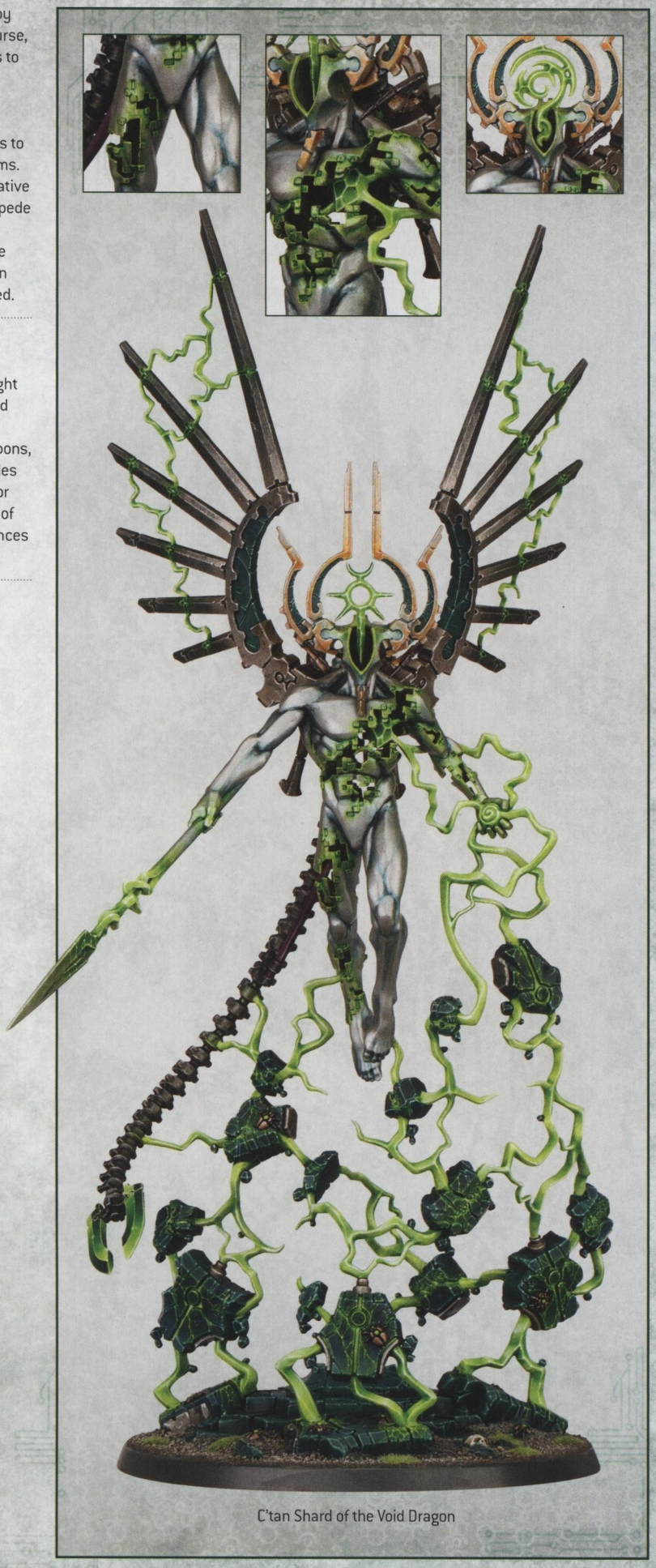
4



3 All life is hated with a cold fury by those in grip of the Destroyer curse, from the microbial clouds of deep seas to the geologic heartbeats of entire ecosystems. It is for the purposes of expediency and efficiency that these Necrons temporarily narrow their focus to eradicate the galaxy's sentient life forms. It is the sentient species whose combative refusal to accept death can slow or impede a Destroyer's single-minded exterminations, and they who have the capacity to travel from world to world in escape; thus are their deaths prioritised.

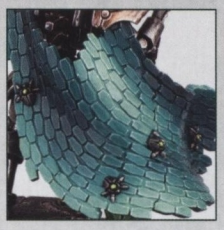
4 The defences raised by mortal monarchs, potentates and high priests to weather eternity are as naught to the Necrons who long ago conquered the concept. Whether through the deployment of apocalyptic super-weapons, the click and grind of artificial mandibles from swarms of Canoptek constructs or erosion – atom by atom – in the glare of legions' worth of gauss fire, such defences and their guardians all too often fall.



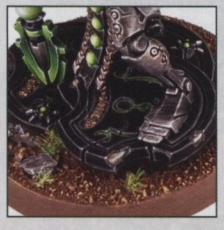


C'tan Shard of the Void Dragon





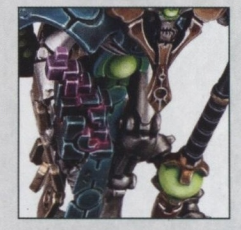




Imotekh the Stormlord









Orikan the Diviner

5 Unbeknown to the Imperial armies funnelled into the defence of Crejf III, the hive world and its entire system lie in path of the Sautekh Dynasty's ceaseless conquests. The Sautekh armies are aided by the oracular wisdom and chronomantic skill of Orikan the Diviner, but it is the dynasty's ruler – Imotekh the Stormlord – who forges a final stunning victory. At Imotekh's command, an unnatural storm erupts into being, swirling desert grit and the crumbling ash of gauss-flayed Imperial Guardsmen into a swirling torrent of choking death.





Szarekhan Dynasty Overlord
with Translocation Shroud







Szarekhan Dynasty Skorpekh Lord





Szarekhan Dynasty
Royal Warden







Szarekh, the Silent King





Plasmacyte

Szarekhan Dynasty Ophydian Destroyers

6 It was not only entire armies that had to be purged from the worlds of the Nephilim Sub-sector. On Kasteps, dangerous bands of Human operatives threatened the Silent King's nodal matrix by aiming to wreck the arcane machinery installed there. Szarekh himself oversaw the corralling of the would-be saboteurs, while the creatures' uncanny resistance to the matrix's effects also drew the attention of Illuminor Szeras, keen to collect new experimental subjects alive.



Novokh Dynasty
Necron Warrior



Nihilakh Dynasty
Necron Warrior



Sautekh Dynasty
Necron Warrior



Szarekhan Dynasty
Necron Warrior



Zathanor Dynasty
Necron Warrior



Tsarakura Dynasty
Necron Warrior



Szarekhan Dynasty Canoptek Reanimator

7 The reclamation of Laenides II was concluded with arrogant efficiency by the Szarekhan Dynasty during the final assault against the Human's hive-shrine of Penitence. Phased into existence on the front lines, pulsating Starsteles flickered with eldritch lights and snatched away several Battle Sisters into imprisoning dimensions before their barricade was ruptured like a flooding dam. Swirling Skorpekh Destroyers threshed a whirlwind of destruction as the dynasty's constructs and war engines flowed over the ruins to complete the vermin's obliteration.





Szarekhan Dynasty Skorpekh Destroyers



Plasmacyte

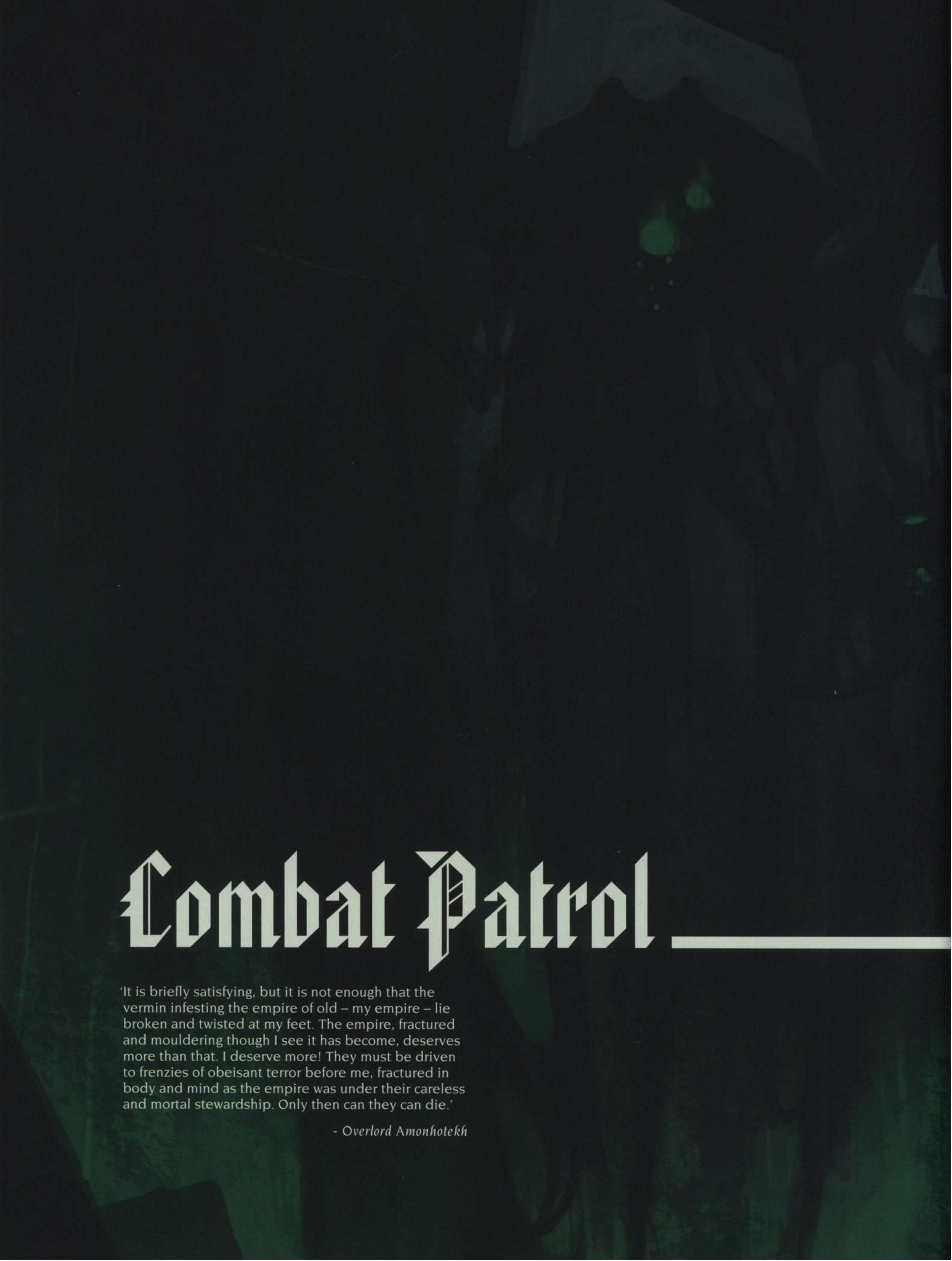


Szarekhan Dynasty Immortals



Szarekhan Dynasty Flayed Ones





Combat Patrol

'It is briefly satisfying, but it is not enough that the vermin infesting the empire of old – my empire – lie broken and twisted at my feet. The empire, fractured and mouldering though I see it has become, deserves more than that. I deserve more! They must be driven to frenzies of obeisant terror before me, fractured in body and mind as the empire was under their careless and mortal stewardship. Only then can they can die.'

- *Overlord Amonhotekh*



AMONHOTEKH'S GUARD

CANOPTEK SCARAB SWARMS (3 MODELS)

- **Every model is equipped with:** feeder mandibles.

The Scarab Swarms are the fastest moving piece of your arsenal and are able to **FLY**, giving some additional mobility on the battlefield. Despite having an Objective Control characteristic of 0, they can still be an effective tool to score the Reclaim and Dominate secondary objective, and, in a pinch, the Will of the Overlord Stratagem can be used to boost their Objective Control so that they can hold an objective. They can also be used as a forward skirmishing unit, blocking off enemy movement or tying up enemy shooting units in melee, helping the rest of your force to position themselves on the battlefield.

NECRON WARRIORS (10 MODELS)

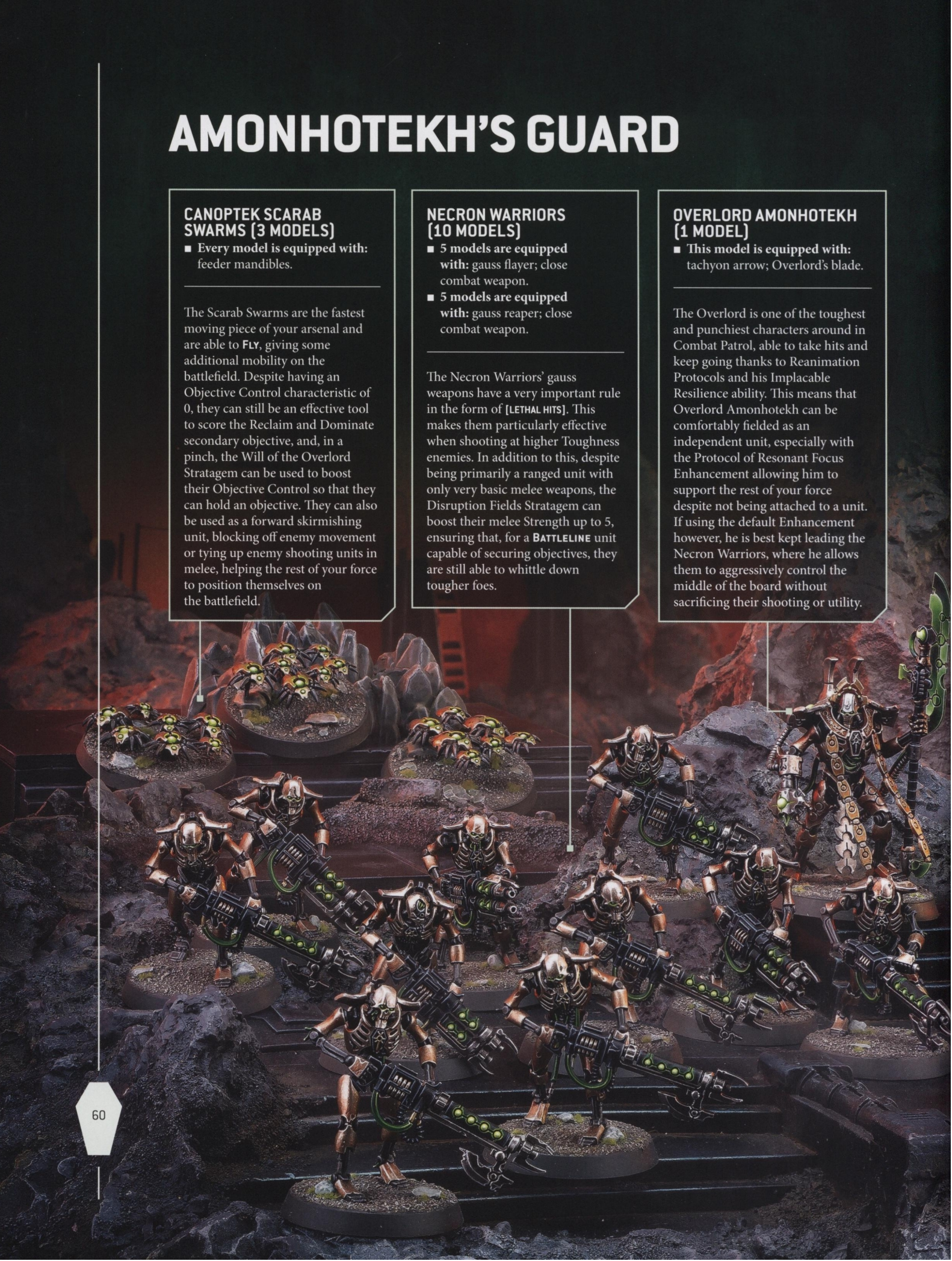
- **5 models are equipped with:** gauss flayer; close combat weapon.
- **5 models are equipped with:** gauss reaper; close combat weapon.

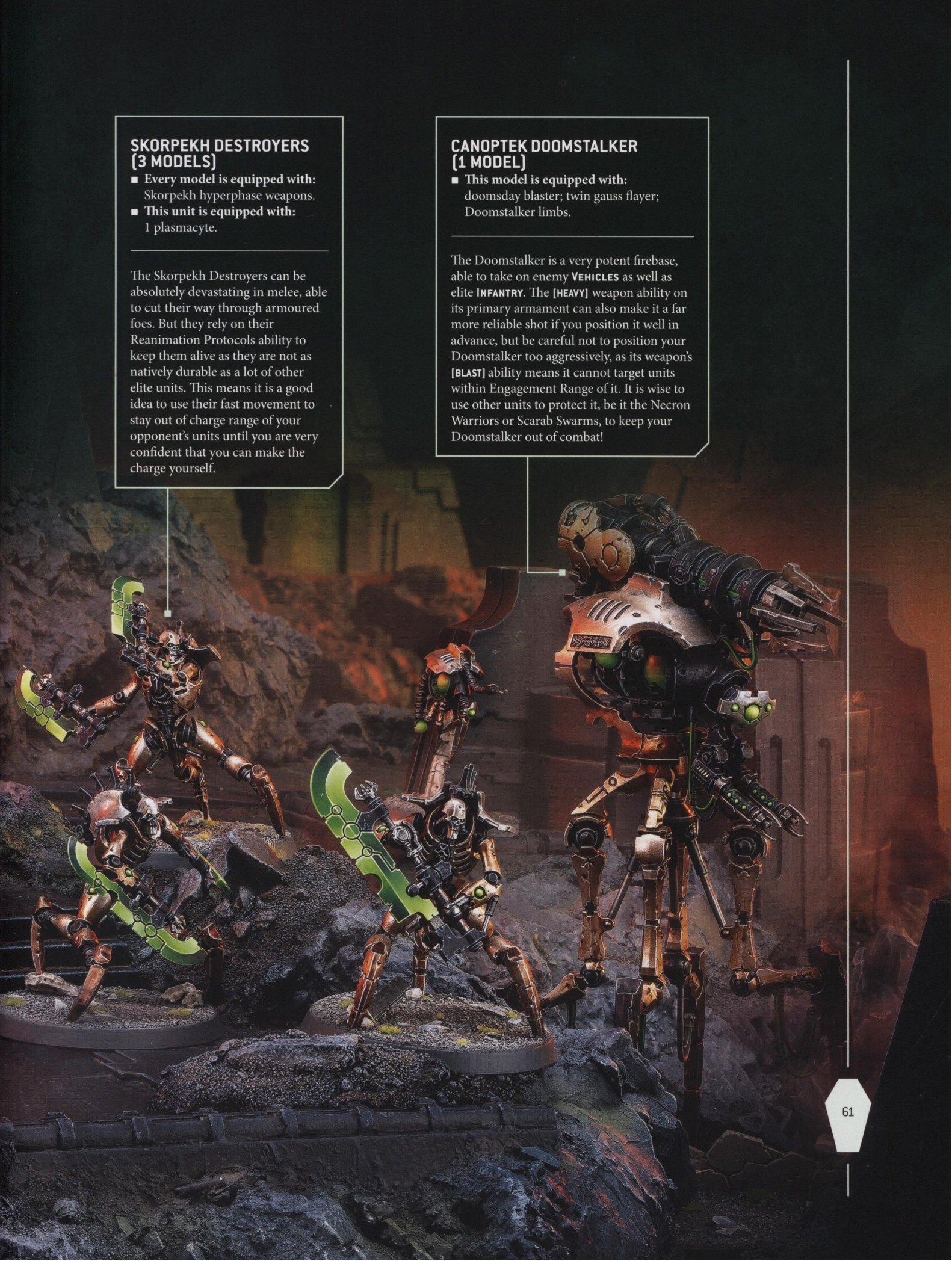
The Necron Warriors' gauss weapons have a very important rule in the form of **[LETHAL HITS]**. This makes them particularly effective when shooting at higher Toughness enemies. In addition to this, despite being primarily a ranged unit with only very basic melee weapons, the Disruption Fields Stratagem can boost their melee Strength up to 5, ensuring that, for a **BATTLELINE** unit capable of securing objectives, they are still able to whittle down tougher foes.

OVERLORD AMONHOTEKH (1 MODEL)

- **This model is equipped with:** tachyon arrow; Overlord's blade.

The Overlord is one of the toughest and punchiest characters around in Combat Patrol, able to take hits and keep going thanks to Reanimation Protocols and his Implacable Resilience ability. This means that Overlord Amonhotekh can be comfortably fielded as an independent unit, especially with the Protocol of Resonant Focus Enhancement allowing him to support the rest of your force despite not being attached to a unit. If using the default Enhancement however, he is best kept leading the Necron Warriors, where he allows them to aggressively control the middle of the board without sacrificing their shooting or utility.





SKORPEKH DESTROYERS (3 MODELS)

- **Every model is equipped with:** Skorpekh hyperphase weapons.
- **This unit is equipped with:** 1 plasmacyte.

The Skorpekh Destroyers can be absolutely devastating in melee, able to cut their way through armoured foes. But they rely on their Reanimation Protocols ability to keep them alive as they are not as natively durable as a lot of other elite units. This means it is a good idea to use their fast movement to stay out of charge range of your opponent's units until you are very confident that you can make the charge yourself.

CANOPTEK DOOMSTALKER (1 MODEL)

- **This model is equipped with:** doomsday blaster; twin gauss flayer; Doomstalker limbs.

The Doomstalker is a very potent firebase, able to take on enemy **VEHICLES** as well as elite **INFANTRY**. The **[HEAVY]** weapon ability on its primary armament can also make it a far more reliable shot if you position it well in advance, but be careful not to position your Doomstalker too aggressively, as its weapon's **[BLAST]** ability means it cannot target units within Engagement Range of it. It is wise to use other units to protect it, be it the Necron Warriors or Scarab Swarms, to keep your Doomstalker out of combat!

PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you to bring your Necrons Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Szarekhan Dynasty to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- RUNELORD BRASS
- AGRAX EARTHSHADE
- CANOPTEK ALLOY
- RUNEFANG STEEL
- IRON WARRIORS
- NULN OIL
- ABADDON BLACK
- MECHANICUS STANDARD GREY
- CALIBAN GREEN
- CORAX WHITE
- TESSERACT GLOW
- ASTROGRANITE

Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of Chaos Black Spray paint, which provides shade and depth. You can use multiple thin coats of Runelord Brass Base paint instead.



Living Metal Bodies and Armour









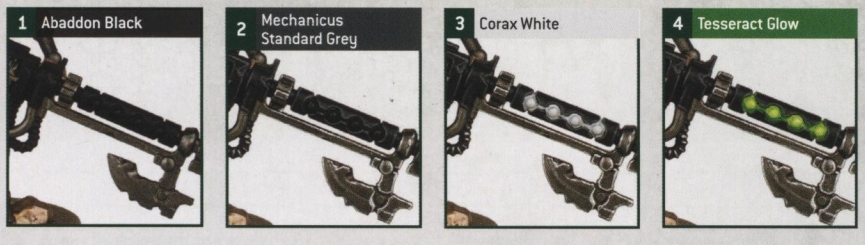
1 If you sprayed your models with Chaos Black, apply an even coat of Runelord Brass. You do not need to do this if you prepared your models with Runelord Brass. 2 Apply Agrax Earthshade over the armoured areas, being careful not to let it pool on flat areas. 3 Apply Canoptek Alloy to the head and shoulders. Reapply Runelord Brass to prominent armoured areas like the upper arms. 4 Using a dry brush and Runefang Steel, gently and lightly drybrush the entire model to add subtle highlights.

Dark Metal Areas



1 Apply Iron Warriors to joints, recesses and areas of the weapons such as the bayonet. Shade these areas with Nuln Oil after.

Ranged Weapons



1 Apply Abaddon Black to the casings and barrels of the ranged weapons, and other areas you would like black. Use the box photo as a guide. 2 Highlight the black areas with Mechanicus Standard Grey and the metal areas with Runefang Steel. Make sure you only have a small amount of paint on your brush and use its edge. 3 Apply thinned Corax White with a small brush to the details along the barrel. 4 Once dry, apply Tesseract Glow to the barrel details. Contrast paints do not need thinning but shake the pot well first.

Glowing Blades and Other Details



1 Apply Corax White over areas such as blades and details on the arms, shoulders and weapons. Use multiple coats for solid coverage. 2 Apply Tesseract Glow over these areas. For large areas like the blades, a good tip is to move your brush in one continuous motion.

Bases



1 Apply a neat layer of Astrogranite, being careful near the edges. 2 Once the Astrogranite is fully dry, shade the base with Agrax Earthshade. Then lightly drybrush the surface of the base with Corax White. Finally apply multiple thin coats of Mechanicus Standard Grey to the base edge to finish.

Additional Glow Techniques

These next steps show you how to use your paints to create a reflective effect. Clean your brush fully between each stage and let each layer fully dry before starting the next.



1 Thin Caliban Green on your palette, roughly four parts water to one part paint. Rinse your brush in clean water before loading a small amount of paint. Dab your brush on a paper towel to remove excess water from the mix on your brush. Using one continuous motion, apply the paint so that the movement ends where you want the darkest colour. You can use the images above as a guide. Allow this to fully dry before gradually building up layers to achieve the colour you want.

2 Use the same techniques with Corax White for the lighter glowing areas. However, this time finish your continuous movement where you want the brightest highlight to be. You may need to go back and forth between Caliban Green and Corax White to achieve a result you're happy with. 3 Apply thinned Tesseract Glow over the whole area; this acts as a green filter and brings the effect together. Finally, with the brush edge, highlight the edges with thinned Corax White.

COMBAT PATROL
AMONHOTEKH'S GUARD

ABILITIES

The datasheets required to use Amonhotekh's Guard can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Reanimation Protocols – that is referenced on each unit's datasheet, and is described below.

REANIMATION PROTOCOLS

The Necron dynasties benefit from the nigh-on supernatural technologies that once saw them dominate the galaxy, perhaps the most unsettling of which are their reanimation protocols. Should a Necron be slain, its body becomes wreathed in an eerie glow. Crawling limbs reattach. Sundered torsos and smashed skulls reform amidst emerald sparks. Witchlights flare back to life within dead eye-lenses and the Necron rises again, shambling back into their battle line. Those Necrons too catastrophically damaged to reform vanish instead, teleported away to their tombs for repair.

At the end of your Command phase, each unit from your army 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.

***Example:** A unit of Skorpekh Destroyers (which have a Wounds characteristic of 3) activates Reanimation Protocols. The unit had a Starting Strength of 3, but currently contains 2 models, and one of those models has lost 1 wound. A 3 is rolled to see how many wounds are reanimated. The first of these reanimated wounds restores the wounded Skorpekh Destroyer back to 3 wounds. The second of these reanimated wounds returns the destroyed Skorpekh Destroyer to the battlefield with 1 wound remaining. The third of these reanimated wounds restores one of the remaining lost wounds to the same Skorpekh Destroyer that was just returned. The unit now contains 3 models, two of which have 3 wounds remaining and one of which has 2 wounds remaining.*

ENHANCEMENTS

Your **OVERLORD** model has the Overriding Control Enhancement. You can replace this with Protocol of Resonant Focus.

DEFAULT ENHANCEMENT

OVERRIDING CONTROL

The Overlord's dynamic presence seeps out to their android soldiery through the carrier waves that bear their commands. Their warriors' slow reactions and stilted movements are infused with their master's aggressive dynamism, enabling them to adopt precision tactical manoeuvres under his control.

The bearer's unit is eligible to shoot in a turn in which it Fell Back.

OR

OPTIONAL ENHANCEMENT

PROTOCOL OF RESONANT FOCUS

The Overlord seethes with an anger millions of years old. When they turn their hateful gaze upon those they consider lesser vermin, their disgust resonates through multiple spectra, driving their warriors to focus the wrath upon their master's chosen foe.

In your Command phase, select one enemy unit within 12" of and visible to the bearer. Until the end of the turn, each time a friendly **NECRONS** model makes an attack that targets that enemy unit, re-roll a Hit roll of 1.



SECONDARY OBJECTIVES

You will use the Reclaim and Dominate secondary objective. You can replace this with Treasures of Aeons.

DEFAULT SECONDARY OBJECTIVE

RECLAIM AND DOMINATE

This territory is infested by the contemptible vermin of the lesser species. The Necrons' rightful realm must resound to the march of metallic steps as its true masters reclaim what is theirs.

At the end of your turn, you score 4VP if one or more **NECRONS** units from your army (excluding Battle-shocked units) are wholly within your opponent's deployment zone.

OR

OPTIONAL SECONDARY OBJECTIVE

TREASURES OF AEONS

The foe have looted ancient Necron riches that do not belong to them. These must be reclaimed at all costs and the enemy purged from the ancient sites.

At the start of the first battle round, select one objective marker in No Man's Land.

You score 3VP each time a **NECRONS** model from your army destroys an enemy unit that started the phase within range of that objective marker or within range of the objective marker within your deployment zone (if there is one).

STRATAGEMS

You can use the following Stratagems:

MERCURIAL RESILIENCE

AMONHOTEKH'S GUARD – WARGEAR STRATAGEM

The living metal that forms Necrons' mechanical bodies is a nigh on supernatural material of strange properties. With sudden surges of energy, it resist the most powerful of enemy attacks.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **NECRONS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 5+ invulnerable save.

DISRUPTION FIELDS

AMONHOTEKH'S GUARD – BATTLE TACTIC STRATAGEM

A thrumming aura of negative energy surrounds the metal talons and blades of the Necrons, warping and dissolving both armour and flesh.

1CP

WHEN: Fight phase.

TARGET: One **NECRONS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit.

WILL OF THE OVERLORD

AMONHOTEKH'S GUARD – STRATEGIC PLOY STRATAGEM

Directing their immortal will through the Necron vessels under their command, the Overlord projects a dominating presence upon the battlefield.

1CP

WHEN: Your Command phase.

TARGET: One **NECRONS** unit from your army.

EFFECT: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit.

RESTRICTIONS: You can only use this Stratagem if an **OVERLORD** model from your army is on the battlefield.

OVERLORD AMONHOTEKH

M	T	SV	W	LD	OC
5"	5	2+	6	4+	1

4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Overlords lead the Necron dynasties in battle. Amonhotekh's android mind is tremendously swift, his body implacably resilient and his weapons eldritch, ancient and lethal. Yet it is his indomitable will that is perhaps his most fearsome asset, for with this he drives entire armies to war.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tachyon arrow [ONE SHOT]	72"	1	2+	16	-5	D6+2

One Shot: The bearer can only shoot with this weapon once per battle.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Overlord's blade [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2

LEADER

This model can be attached to the following unit: **NECRON WARRIORS**

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Implacable Resilience: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

KEYWORDS: **INFANTRY, CHARACTER, NOBLE, OVERLORD, AMONHOTEKH**

FACTION KEYWORDS: **NECRONS**

SKORPEKH DESTROYERS

M	T	SV	W	LD	OC
8"	6	3+	3	7+	2



Combat Patrol Datasheet

Skorpekh Destroyers favour overwhelming close-quarters violence to slaughter their victims. Though ungainly off the battlefield, in combat their tripod limbs allow them to pass through enemy lines in a madcap pirouette of slashing hyperphase blades, nigh on impossible to evade or parry.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2

WARGEAR ABILITIES

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.

Designer's Note: *Place the relevant number of Plasmacyte tokens next to the unit, removing one each time this unit uses this ability.*

ABILITIES

FACTION: **Reanimation Protocols**

KEYWORDS: **INFANTRY, DESTROYER CULT, SKORPEKH DESTROYERS**

FACTION KEYWORDS: **NECRONS**

NECRON WARRIORS

M	T	SV	W	LD	OC
5"	4	4+	1	7+	2



Combat Patrol Datasheet

Necron Warriors attack in rank upon shambling rank. Individually little more than mindless automata, they are relentless and deadly when commanded en masse. The Warriors' metallic bodies can self-repair from even the most hideous damage, while their unceasing volleys of fire butcher the foe with mechanical efficiency.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss flayer [LETHAL HITS, RAPID FIRE 1]	24"	1	4+	4	0	1
Gauss reaper [LETHAL HITS]	12"	2	4+	4	-1	1

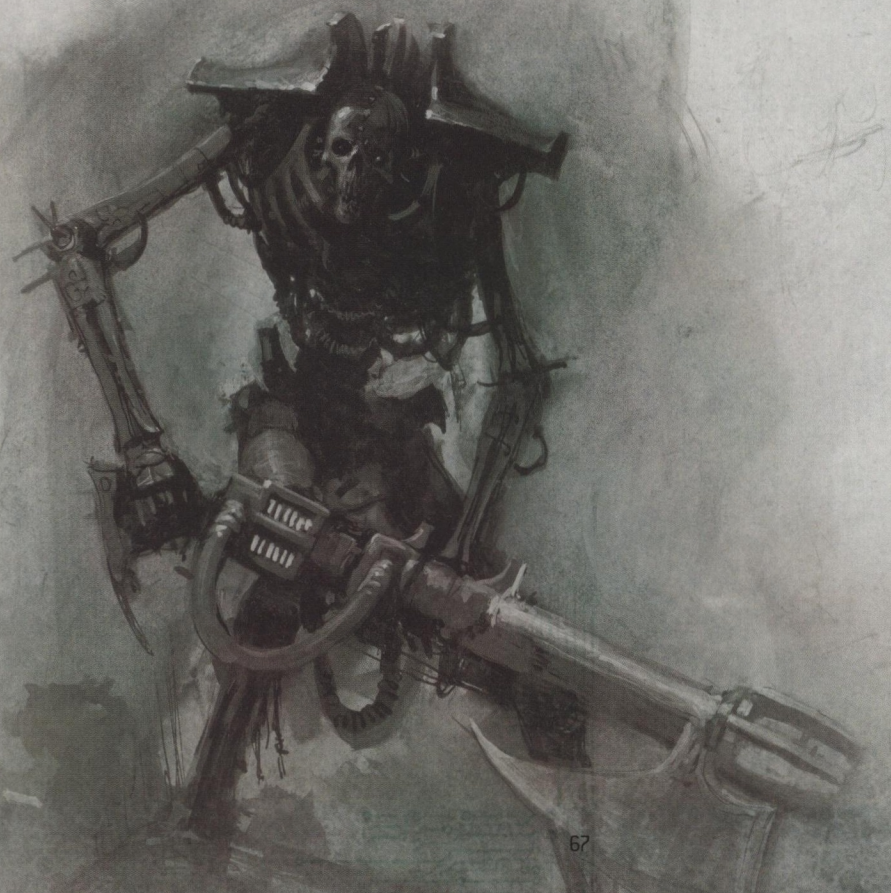
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1

ABILITIES

FACTION: **Reanimation Protocols**

KEYWORDS: **Infantry, Battleline, Necron Warriors**

FACTION KEYWORDS: **Necrons**



CANOPTEK SCARAB SWARMS

Combat Patrol Datasheet

M	T	SV	W	LD	OC
10"	2	6+	4	8+	0



Canoptek Scarabs attack in skimming swarms. They descend upon the enemy with high-pitched chitters before breaking down infantry and tanks alike into raw energy with their feeder mandibles. Often attacking as the first wave of a Necron assault, these mechanical insectoids spread fear and destruction.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Feeder mandibles [LETHAL HITS]	Melee	6	5+	2	0	1

ABILITIES

FACTION: **Reanimation Protocols**

KEYWORDS: **Swarm, Fly, Canoptek, Scarab Swarms**

FACTION KEYWORDS: **Necrons**



CANOPTEK DOOMSTALKER

M	T	SV	W	LD	OC
8"	8	3+	12	8+	4

4+ INVULNERABLE SAVE



Combat Patrol Datasheet

Canoptek Doomstalkers stride with eerie grace. Whether prowling their masters' armouries as tireless sentinels or providing mobile fire support to the Necron legions, the Doomstalkers annihilate all those who dare stand against them with searing salvoes from their doomsday blasters.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Doomsday blaster [BLAST, HEAVY]	48"	D6+1	4+	14	-3	3
Twin gauss flayer [LETHAL HITS, RAPID FIRE 1, TWIN-LINKED]	24"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Doomstalker limbs	Melee	3	4+	6	0	1

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.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

KEYWORDS: **Vehicle, Walker, Canoptek, Doomstalker**

FACTION KEYWORDS: **Necrons**



Forces of the Necrons

'Adversary, know that your squalid colony rests upon the rightful crownworld of the Novokh Dynasty. Know also that whilst your presence cannot be tolerated, we are bound by code of honour to allow you opportunity to withdraw. You are therefore granted one solar month, commencing at termination of this transmission. If you fail to accept this generous offer, my armies shall conclude these negotiations. We advise you not to mistake honourable warning for lack of resolve.'

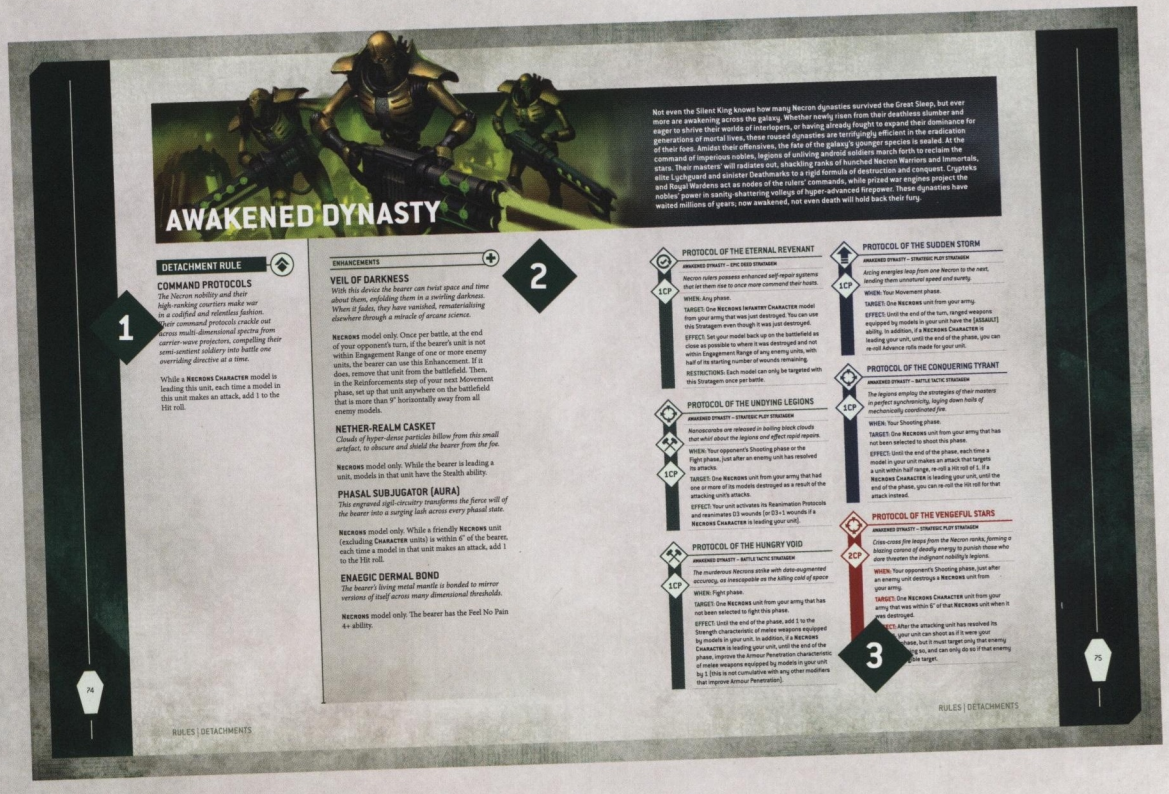
- *Ultimatum received by Governor Mendican Harrow of hive world Dhol VI*



INTRODUCTION

Welcome to the rules section of *Codex: Necrons*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Necrons collection to life on the tabletop.

These include Detachment rules that Necrons armies can use, along with the Necrons army rule – Reanimation Protocols – which are common to many of your units. This section also includes datasheets for Necrons units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.



On the following pages you will find several **NECRONS** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Necrons – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULE

REANIMATION PROTOCOLS

The Necron dynasties benefit from the nigh-on supernatural technologies that once saw them dominate the galaxy, perhaps the most unsettling of which are their reanimation protocols. Should a Necron be slain, its body becomes wreathed in an eerie glow. Crawling limbs reattach. Sundered torsos and smashed skulls reform amidst emerald sparks. Witchlights flare back to life within dead eye-lenses and the Necron rises again, shambling back into their battle line. Those Necrons too catastrophically damaged to reform vanish instead, teleported away to their tombs for repair.

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.

Example: *A unit of Lokhust Destroyers (which have a Wounds characteristic of 3) activates its Reanimation Protocols. The unit had a Starting Strength of 3, but currently contains 2 models, and one of those models has lost 1 wound. A 3 is rolled to see how many wounds are reanimated. The first of these reanimated wounds restores the wounded Lokhust Destroyer back to 3 wounds. The second of these reanimated wounds returns the destroyed Lokhust Destroyer to the battlefield with 1 wound remaining. The third of these reanimated wounds restores one of the remaining lost wounds to the same Lokhust Destroyer that was just returned. The unit now contains 3 models, two of which have 3 wounds remaining and one of which has 2 wounds remaining.*



AWAKENED DYNASTY

DETACHMENT RULE

COMMAND PROTOCOLS

The Necron nobility and their high-ranking courtiers make war in a codified and relentless fashion. Their command protocols crackle out across multi-dimensional spectra from carrier-wave projectors, compelling their semi-sentient soldiery into battle one overriding directive at a time.

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.

ENHANCEMENTS

VEIL OF DARKNESS

With this device the bearer can twist space and time about them, enfolding them in a swirling darkness. When it fades, they have vanished, rematerialising elsewhere through a miracle of arcane science.

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.

NETHER-REALM CASKET

Clouds of hyper-dense particles billow from this small artefact, to obscure and shield the bearer from the foe.

NECRONS model only. While the bearer is leading a unit, models in that unit have the Stealth ability.

PHASAL SUBJUGATOR (AURA)

This engraved sigil-circuitry transforms the fierce will of the bearer into a surging lash across every phasal state.

NECRONS model only. While a friendly **NECRONS** unit (excluding **CHARACTER** units) is within 6" of the bearer, each time a model in that unit makes an attack, add 1 to the Hit roll.

ENAEGIC DERMAL BOND

The bearer's living metal mantle is bonded to mirror versions of itself across many dimensional thresholds.

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

Not even the Silent King knows how many Necron dynasties survived the Great Sleep, but ever more are awakening across the galaxy. Whether newly risen from their deathless slumber and eager to shrive their worlds of interlopers, or having already fought to expand their dominance for generations of mortal lives, these roused dynasties are terrifyingly efficient in the eradication of their foes. Amidst their offensives, the fate of the galaxy's younger species is sealed. At the command of imperious nobles, legions of unliving android soldiers march forth to reclaim the stars. Their masters' will radiates out, shackling ranks of hunched Necron Warriors and Immortals, elite Lychguard and sinister Deathmarks to a rigid formula of destruction and conquest. Crypteks and Royal Wardens act as nodes of the rulers' commands, while prized war engines project the nobles' power in sanity-shattering volleys of hyperadvanced firepower. These dynasties have waited millions of years; now awakened, not even death will hold back their fury.

PROTOCOL OF THE ETERNAL REVENANT

AWAKENED DYNASTY – EPIC DEED STRATAGEM

Necron rulers possess enhanced self-repair systems.

1CP

WHEN: Any phase.

TARGET: One **NECRONS INFANTRY CHARACTER** model from your army that was just destroyed. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: At the end of the phase, set your model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with half of its starting number of wounds remaining.

RESTRICTIONS: Each model can only be targeted with this Stratagem once per battle.

PROTOCOL OF THE UNDYING LEGIONS

AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

Nanoscarabs are released in boiling black clouds that whirl about the legions and effect rapid repairs.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has resolved its attacks.

TARGET: One **NECRONS** unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit activates its Reanimation Protocols and reanimates D3 wounds (or D3+1 wounds if a **NECRONS CHARACTER** is leading your unit).

PROTOCOL OF THE HUNGRY VOID

AWAKENED DYNASTY – BATTLE TACTIC STRATAGEM

Necrons strike with data-augmented accuracy.

1CP

WHEN: Fight phase.

TARGET: One **NECRONS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, add 1 to the Strength characteristic of melee weapons equipped by models in your unit. In addition, if a **NECRONS CHARACTER** is leading your unit, until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1 (this is not cumulative with any other modifiers that improve Armour Penetration).

PROTOCOL OF THE SUDDEN STORM

AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

Arcing energies leap from one Necron to the next, lending them unnatural speed and surety.

1CP

WHEN: Your Movement phase.

TARGET: One **NECRONS** unit from your army.

EFFECT: Until the end of the turn, ranged weapons equipped by models in your unit have the **[ASSAULT]** ability. In addition, if a **NECRONS CHARACTER** is leading your unit, until the end of the phase, you can re-roll Advance rolls made for your unit.

PROTOCOL OF THE CONQUERING TYRANT

AWAKENED DYNASTY – BATTLE TACTIC STRATAGEM

The legions employ the strategies of their masters in perfect synchronicity, laying down hails of mechanically coordinated fire.

1CP

WHEN: Your Shooting phase.

TARGET: One **NECRONS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a unit within half range, re-roll a Hit roll of 1. If a **NECRONS CHARACTER** is leading your unit, until the end of the phase, you can re-roll the Hit roll for that attack instead.

PROTOCOL OF THE VENGEFUL STARS

AWAKENED DYNASTY – STRATEGIC PLOY STRATAGEM

Criss-cross fire leaps from the Necron ranks, forming a blazing corona of deadly energy to punish those who dare threaten the indignant nobility's legions.

2CP

WHEN: Your opponent's Shooting phase, just after an enemy unit destroys a **NECRONS** unit from your army.

TARGET: One **NECRONS CHARACTER** unit from your army that was within 6" of that **NECRONS** unit when it was destroyed.

EFFECT: After the attacking unit has resolved its attacks, your unit can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.



ANNIHILATION LEGION

DETACHMENT RULE

ANNIHILATION PROTOCOL

The most murderous Necrons of an Annihilation Legion retain no thought processes beyond destroying anything in reach. They are mechanised death, echoes of the industrialised and brutal processes of biotransference made manifest. Whether soullessly efficient or frenziedly deluded, these killing machines follow protocols that have atrophied into a singular and all-consuming insanity.

Each time a **DESTROYER CULT** or **FLAYED ONES** unit from your army declares a charge, you can re-roll the Charge roll. If one or more targets of that charge are Below Half-strength, add 1 to the Charge roll as well.

ENHANCEMENTS

ETERNAL MADNESS

This Necron's sanity suffered during the Great Sleep. Now they are driven by a wrathful zeal, one which has seeped through the carrier waves of their commandments and into their followers.

NECRONS model only. In the Fight phase, each time a model in the bearer's unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove the destroyed model from play; it can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

INGRAINED SUPERIORITY

An immortal destroyer, this war leader's every victim is etched irrevocably into their cognitive engrams. Every weakness they ever overcame is recalled, frailties they can exploit on each new battlefield.

NECRONS model only. Each time a model in the bearer's unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

SOULLESS REAPER

This deathly killer exudes a soul-sapping presence, the promise of life's end so explicit in their chilling gaze that few can muster the strength of will to evade it.

DESTROYER CULT model only. Each time an enemy unit within Engagement Range of the bearer's unit is selected to Fall Back, roll one D6: on a 3+, that unit cannot Fall Back this phase and must Remain Stationary.

ELDRITCH NIGHTMARE

Atavistic fears are summoned from the pits of nightmare and thrust into the minds of all foes near this metal-skinned horror.

DESTROYER CULT model only. At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test.

The hold that the most destructive madnesses have on a dynasty is one its rulers strive to suppress. Annihilation Legions are formed when the numbers of those afflicted with the blood-hunger of the Flayer virus or the monomania of the Destroyer curse grow in numbers too great to safely harness. Corralled into great armies of psychotic killing machines, they unleash terror and destruction on huge scales. Destroyers close on their prey from all sides, gliding on thrumming repulsor platforms, pouncing from interdimensional oubliettes or barrelling into them in hurricanes of bladed limbs. Packs of Flayed Ones stalk from the shadows before lurching into swift hunts, talons outstretched to dismember the living. Others join in the nightmarish butchery: broken-minded C'tan Shards; the glitching gunnery crews of huge war engines; shuffling ranks of mindless Necron soldiery and the obsessed nobility that lead them in an endless cycle of gory eradication.

MASKS OF DEATH

ANNIHILATION LEGION – STRATEGIC PLOY STRATAGEM

Wreathed in tendrils of transdimensional shadow that intensify their deathly visages, these killing machines evoke such terror that steady aims tremble and blade arms are sapped of strength.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

THE SPOOR OF FRAILTY

ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM

Where one foe falls, logic dictates all others must follow. Where blood is shed, ever must more flow.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model from your unit makes an attack that targets a unit below Starting Strength, add 1 to the Hit roll. If the target is Below Half-strength, add 1 to the Wound roll as well.

MURDEROUS REANIMATION

ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM

Through some quirk of their kind's shared insanity, a spark of gruesome satisfaction surges through them with every enemy life snuffed out, triggering quiescent power reserves that drive them onwards.

1CP

WHEN: Fight phase.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** unit from your army that has just destroyed an enemy unit, or just caused an enemy unit that was not Below Half-strength to become Below Half-strength.

EFFECT: Your unit's Reanimation Protocols activate.

PITILESS HUNTERS

ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM

Driven into a state of hyperaggression, an Annihilation Legion's most eager hunters plunge into their prey's midst to maximise their butchery.

1CP

WHEN: Fight phase.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

BLOOD-FUELLED CRUELTY

ANNIHILATION LEGION – BATTLE TACTIC STRATAGEM

Whatever strange afflictions eat away at the sanity of Destroyers and Flayed Ones, mercy is not one of them.

1CP

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** unit from your army that started the phase within Engagement Range of that enemy unit.

EFFECT: Roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. Your unit can then make a Normal move, but must end that move as close as possible to that enemy unit.

INSANITY'S IRE

ANNIHILATION LEGION – STRATEGIC PLOY STRATAGEM

To strike down one horror is merely to draw the rest of the pack's insane and murderous focus.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** unit from your army that had one or more of its models destroyed by the attacking unit's attacks.

EFFECT: Your unit can make a Normal move, but must end that move as close as possible to that enemy unit.



CANOPTEK COURT

DETACHMENT RULE

POWER MATRIX

Countless worlds across the galaxy harbour quiescent Necron technology, buried beneath the surface or mistaken for mere xenoarchaeological ruins. Whether part of an awakening tomb world's defences, phased beneath the crust of a planet to empower the Cryptek's conquest or perhaps the very objects they seek, these strange engines can be roused to wakefulness. Linked in an interdimensional matrix, their ancient energy cores can be vampirically bled to empower the Crypteks' arcane technologies as well as their artificial and servile constructs.

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 army's Power Matrix, you can re-roll the Hit roll instead.

ENHANCEMENTS

DIMENSIONAL SANCTUM

This Cryptek has had a personal dimensional pocket reality crafted for them, from which they can emerge into battle at will.

CRYPTEK model only. Models in the bearer's unit have the Infiltrators ability.

HYPERPHASIC FULCRUM

With this small orb, its surface shimmering in fractal hues and shifting in multidimensional facets, a Cryptek can bypass the ancient security protocols placed upon the area's dormant machineries. Esoteric data and unusual strands of energy can be accessed, the orb acting as a skeleton key to greater power.

CRYPTEK model only. While the bearer is leading a unit, if that unit is wholly within your army's Power Matrix, each time a model in that unit makes an attack, re-roll a Wound roll of 1.

AUTODIVINATOR

This cryptogeometric puzzle box harbours a chronoscarab. The tiny construct creeps forward in time along temporal webs before hauling back a captured net of future moments. Its master can scry these wriggling futures to predict their foe's strategies, using the knowledge to develop new counter-tactics to ambush the attackers.

CRYPTEK model only. Each time your opponent gains a CP as the result of an ability, roll one D6: on a 2+, you also gain 1CP.

METALODERMAL TESLA WEAVE

This microsilicate weave generates a cyclical electrostatic overload that, providing its user triggers it in time, sends arcing lightning leaping out to roast onrushing attackers.

CRYPTEK model only. Once per phase, when an enemy unit selects the bearer's unit as a target of a charge, roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds.

When unleashed on some esoteric errand by their ruling nobles or undertaking arcane quests of their own, Crypteks amass whole armies of artificial constructs and soulless soldiery to achieve their goal. Bent to the Crypteks' will, these automata and blindly loyal followers are deadly opponents, guided by their masters' ancient genius. The Crypteks of these Canoptek Courts vie with one another in unleashing the most spectacular hypertechnology at their command. Enemy bastions and war engines are spliced apart while the Crypteks' mortal foes are terrorised by psychoplasmic constructs or peeled open by molecular beams. Swarms of Canoptek Scarabs darken the skies, their clicking mandibles a deafening drone. Mantislike machines phase out of the gloom, talons jabbing mechanically into the vulnerable portions of their all-too-mortal foes. Fell energies crackle in the air, the fundamental forces of the universe twisted to the Crypteks' design as their unliving servants purge the foe from the arcane prize their masters seek.

CURSE OF THE CRYPTEK

CANOPTEK COURT – BATTLE TACTIC STRATAGEM

Vindictive Crypteks often hardwire vengeance subprotocols into the ancient cores of their unliving servants, by which a last act of reprisal is assured.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has shot or fought.

TARGET: One **CRYPTEK** model from your army that was destroyed by one of the attacking unit's attacks. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: Until the end of the battle, each time a friendly **CANOPTEK** model makes an attack that targets the attacking unit, add 1 to the Hit roll and add 1 to the Wound roll.

CYNOSURE OF ERADICATION

CANOPTEK COURT – BATTLE TACTIC STRATAGEM

Only the foolish tread where a Cryptek has set their sights, for these arcane scientists will suffer no threat to their works.

2CP

WHEN: The start of your Shooting phase or the start of the Fight phase.

TARGET: One **CRYPTEK** or **CANOPTEK** unit from your army that is wholly within your army's Power Matrix.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[DEVASTATING WOUNDS]** ability.

SOLAR PULSE

CANOPTEK COURT – STRATEGIC PLOY STRATAGEM

By remotely accessing a hidden engine's most illuminating protocols, a Cryptek can release the awesome power of a caged solar flare.

1CP

WHEN: Start of your Shooting phase.

TARGET: One **CRYPTEK** model from your army.

EFFECT: Select one objective marker within 18" of your **CRYPTEK** model. Until the end of the phase, weapons equipped by friendly **NECRONS** models have the **[IGNORES COVER]** ability while targeting units within range of that objective marker.

REACTIVE SUBROUTINES

CANOPTEK COURT – STRATEGIC PLOY STRATAGEM

Canoptek constructs spent the long Great Sleep in watchful vigilance. Triggering a surge of power, they are capable of responsive manoeuvres to outwit the swiftest of attackers.

1CP

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **CANOPTEK** unit from your army that is within 9" of that enemy unit.

EFFECT: Your unit can make a Normal move of up to 6".

COUNTERTEMPORAL SHIFT

CANOPTEK COURT – STRATEGIC PLOY STRATAGEM

With a twist to the fabric of time, a bubble of another moment enshrouds these constructs. Strange emissions from long-dead elder stars or utter darkness from a nighttime far in the future occludes them from their master's foes.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **CANOPTEK** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 12".

SUBOPTIMAL FACADE

CANOPTEK COURT – STRATEGIC PLOY STRATAGEM

Canoptek constructs use sophisticated metalogic to craft sinister ambushes. Luring the foe in by appearing at suboptimal operation, a surge of reanimation protocols suddenly swells their numbers.

1CP

WHEN: Your opponent's Charge phase, just after an enemy unit has declared a charge.

TARGET: One **CANOPTEK** unit from your army that was selected as a target of that charge and is wholly within your army's Power Matrix.

EFFECT: Your unit's Reanimation Protocols activate.



OBEISANCE PHALANX

DETACHMENT RULE

WORTHY FOES

With a command transmitted by regal carrier wave, signalled by a glowing glyph or via a haughty gesture with their blade, the ruling nobles mark their chosen enemy. With this declaration are the Triarchal Codes observed, and the ignorant foe doomed. The nobles' powerful servants and the Triarch's guardians of tradition march to war obediently, driven to best the mightiest of foes on the battlefield as a demonstration of the dynasty's honour and a warning to the rest of their enemies' foolish kind.

In your Command phase, select one enemy unit. Until the start of your next Command phase, each time an **OVERLORD**, **LYCHGUARD** or **TRIARCH** unit from your army makes an attack that targets that unit, add 1 to the Wound roll.

ENHANCEMENTS

HONOURABLE COMBATANT

A strict adherent to the ancient codes, this noble reserves their greatest displays of power to execute the enemy's leaders. Such champions are brought low in ostentatious manner, the inspiration or strategy they once provided severed at a stroke.

OVERLORD model only. Each time the bearer's unit destroys an enemy **CHARACTER** unit, your opponent loses 1CP if they have any.

UNFLINCHING WILL

With sheer will this noble drives their warriors into battle against the most malevolent foes. Not from pretenders to nobility, nor marauding beasts, nor titanic machineries will this noble turn; they have faced greater horrors during their long existence.

OVERLORD model only. The bearer's melee weapons have the **[PRECISION]** and **[ANTI-INFANTRY 5+]** abilities.

WARRIOR NOBLE

This dynastic scion is an expert in the arts of martial excellence, and their living metal form has been enhanced by their Crypteks. With effortless arrogance, they and their guardians parry or contemptuously swat aside the strikes of those they see as their lessers.

OVERLORD model only. Each time a melee attack targets the bearer's unit, subtract 1 from the Hit roll.

ETERNAL CONQUEROR

This insatiable subjugator sees all before them as theirs for the taking by ancient right of conquest. They wield their legion like an iron gauntlet, using it to seize the battlefield in a demonstration of their power and strength, daring others to try taking it from them.

OVERLORD model only. Each time a model in the bearer's unit makes an attack that targets an enemy unit within range of an objective marker, you can re-roll the Hit roll.



When the nobles of a dynasty deem that their enemies need reminding of their place in the galactic hierarchy, they summon an Obeisance Phalanx to war. Commanded by the dynasty's vargards, nemesors, regents or the phaeron themselves, such a force is an overwhelming proclamation of power, superiority and dominance. The nobles direct the dismantling of their enemies in explicit fashion. Ranks of elite infantry advance in lock-step, fusillades of crackling energy unleashed in glorious salvoes. The lords' magnificent war engines blast apart the foe's tanks and beasts of battle. Gilded Lychguard shield their masters in funereal marches as the nobles stalk toward the enemy, willing their servants into the attack upon chosen threats. Rigid codes of honour and nobility are upheld, enforced in brutal fashion by Triarch Praetorians surging from the skies on their gravity displacement packs. Honour duels with those the nobles consider worthy are common, but often simple eradication is the only goal.

YOUR TIME IS NIGH

OBEISANCE PHALANX – EPIC DEED STRATAGEM

1CP

With a pulse of necroneural energy that erodes the foe's will, the Necron commander declares the fall of the enemy general, promising their remaining forces that it is only a matter of time until they join their master in ignoble death.

WHEN: Any phase, just after your opponent's **WARLORD** is destroyed.

TARGET: Your **NECRONS WARLORD**.

EFFECT: Until the end of the battle, each time an enemy unit takes a Battle-shock or Leadership test, subtract 1 from the result.

ENSLAVED ARTIFICE

OBEISANCE PHALANX – BATTLE TACTIC STRATAGEM

1CP

It is not only android soldiery that be compelled to serve. With a command, prized war engines and ornate weapons are empowered to hyperlethality.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **NECRONS** unit from your army (excluding **TITANIC** units) that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ scores a Critical Hit.

NANOASSEMBLY PROTOCOLS

OBEISANCE PHALANX – BATTLE TACTIC STRATAGEM

1CP

A tomb world's war engines are the pride of its nobility and they will suffer no affront to them, demanding the reassembly of slablike armour atom by atom even as the foe seek to sunder the vehicles.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **NECRONS VEHICLE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack is allocated to a model in your unit, subtract 1 from the Damage characteristic of that attack.

SENTINELS OF ETERNITY

OBEISANCE PHALANX – EPIC DEED STRATAGEM

1CP

Lychguard never tire, nor give a thought to their own safety over that of their master. With parrying blows and blocking shots they protect their liege even as they continue to strike down their opponents.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **LYCHGUARD** or **TRIARCH PRAETORIANS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks, and is then removed from play.

SUFFER NO RIVAL

OBEISANCE PHALANX – BATTLE TACTIC STRATAGEM

1CP

Few enemy are worthy of a duel. What dangerous vermin are encountered are prioritised for execution to safeguard the nobles' honour.

WHEN: Fight phase.

TARGET: One **LYCHGUARD** or **TRIARCH** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, melee weapons equipped by models in your unit have the **[PRECISION]** ability.

TERRITORIAL OBSESSION

OBEISANCE PHALANX – STRATEGIC PLOY STRATAGEM

1CP

The ancient and arrogant will of the nobility drives their powerful servants to stand their ground defiantly as they claim the dynasty's rightful lands.

WHEN: Your Command phase.

TARGET: One **LYCHGUARD** or **TRIARCH PRAETORIANS** unit from your army.

EFFECT: Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in your unit. If your unit has the **VEHICLE** keyword, add 3 to the Objective Control characteristic instead.



HYPERCRYPT LEGION

DETACHMENT RULE

HYPERPHASING

Employing fractal corridors, dolmen gates and ancient translocation science, the Necrons are able to phase in and out of existence. Nowhere is safe for the terrified foe as mechanoid hunters appear from unfolding planar lattices to slaughter or escape retribution into gulfs of darkness, only to materialise elsewhere to kill anew.

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:

BATTLE SIZE	NUMBER OF UNITS
Incursion	Up to 2 units
Strike Force	Up to 3 units
Onslaught	Up to 4 units

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

ENHANCEMENTS

DIMENSIONAL OVERSEER

With a mind as labyrinthine as the multi-dimensional tomb itself, this commander directs their servants in complex forays through the tomb's hyperspatial architecture, catching the witless enemy off guard.

NECRONS model only. While the bearer is on the battlefield or in Strategic Reserves, add one to the number of units from your army that you can select for the Hyperphasing rule.

ARISEN TYRANT

This ancient being will suffer no threats to their rule, stepping imperiously from twisting nightmare dimensions to annihilate any who dare to oppose them.

NECRONS model only. Each time a model in the bearer's unit makes an attack, re-roll a Hit roll of 1. If the bearer's unit was set up on the battlefield this turn, you can re-roll the Hit roll instead.

HYPERSPATIAL TRANSFER NODE

Wound with filaments of temporal circuitry, this amulet enables the bearer to accelerate themselves and their closest guardians in stuttering bursts of compressed time.

NECRONS model only. Each time the bearer's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in the bearer's unit.

OSTEOCLAVE FULCRUM

This hypermaterial key unlocks portals between transpatial dimensions embedded into a tomb's architecture. Through such limitless doorways, the Necrons can pursue their quarry wherever they hide.

NECRONS model only. Models in the bearer's unit have the Deep Strike ability.

Necron tombs and crypts lurk beneath the surface of far more worlds than the galaxy's younger species suspect. When roused to indignant fury, the rulers of these haunted vaults command their legions, war engines and the tomb's titanic defences to rise and attack. Such Hypercrypt Legions use arcane pathways and translocation science to encircle their enemies, bypassing defensive lines as they materialise in the midst of the horrified foe. Other worlds, as well as orbiting stations and ships in the depths of the void are no safer. Dolmen gates activate to disgorge android infantry directly from the Necrons' tomb worlds or starships, and enfolded fractal corridors are projected allowing Necrons to vanish and reappear like hunting spectres as they step from one dimensional portal to another. Obelisks descend menacingly from the upper atmosphere and implacable Monoliths phase into existence, their slab-sided flanks crackling with quantum energy and their yawning eternity gates opening to a dark other-realm that promises only death.

HYPERPHASIC RECALL

HYPERCRYPT LEGION – STRATEGIC PLOY STRATAGEM

Obeying recall protocols, threatened tomb defenders will phase out of existence, only to be relocated to a more advantageous position by the tomb's hulking Monoliths.

2CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has shot or fought.

TARGET: One **NECRONS INFANTRY** unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks and one friendly **MONOLITH** model.

EFFECT: Remove your **INFANTRY** unit from the battlefield and then set it back up anywhere on the battlefield that is wholly within 6" of your **MONOLITH** model and not within Engagement Range of one or more enemy units.

QUANTUM DEFLECTION

HYPERCRYPT LEGION – WARGEAR STRATAGEM

Necron quantum shielding is a true marvel of techno-arcana. Channelled with energy reserves from the rising tomb structures, the shielding is capable of adaptive remodulation to diffuse and deflect the most powerful enemy attacks.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **NECRONS VEHICLE** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 4+ invulnerable save.

REANIMATION CRYPTS

HYPERCRYPT LEGION – STRATEGIC PLOY STRATAGEM

There is no rest for Necrons who fall in the service of their master. In dark crypts, their bodies are repaired and they are dispatched once more to war.

1CP

WHEN: Your Command phase.

TARGET: Your **NECRONS WARLORD**.

EFFECT: For each of your **NECRONS** units in Reserves, that Reserves unit's Reanimation Protocols activate.

COSMIC PRECISION

HYPERCRYPT LEGION – STRATEGIC PLOY STRATAGEM

With a sanity-defying mechanism at the heart of the tomb, dynastic astromancers divine the pre-aligned point in space and time where a crucial role can be played in the wider battle plan.

1CP

WHEN: Your Movement phase.

TARGET: One **NECRONS** unit from your army that is arriving using the Deep Strike or Hyperphasing abilities this phase.

EFFECT: Your unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy models.

RESTRICTIONS: A unit targeted with this Stratagem is not eligible to declare a charge in the same turn.

DIMENSIONAL CORRIDOR

HYPERCRYPT LEGION – STRATEGIC PLOY STRATAGEM

As the tomb's warriors pass through a dimensional displacement corridor, the passage's surface is lit with data-glyphs providing hyperlogical tactical information. When they step from an eternity gate, they are already prepared for the hunt.

2CP

WHEN: Your Charge phase.

TARGET: One **NECRONS** unit from your army that was set up on the battlefield this turn using the Eternity Gate ability of a **MONOLITH** model that started the turn on the battlefield.

EFFECT: Your unit is eligible to charge this phase.

ENTROPIC DAMPING

HYPERCRYPT LEGION – WARGEAR STRATAGEM

Towering war engines rise from an erupting tomb in its defence, directing entropic energies to weaken and fracture the enemies' own weapons and turning them into dangerous tools only the desperate would use.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **TITANIC** model from your army that was selected as the target of one or more of the attacking unit's attacks and is within 18" of the attacking unit.

EFFECT: Until the end of the phase, weapons equipped by models in the attacking unit have the **[HAZARDOUS]** ability.

EXAMPLE ARMIES

There are many ways to collect a Necrons army, whether you use an existing paint scheme and dynasty background, or invent your own. Here you will find examples to inspire your collecting journey.

1 Jack painted his colourful and gilded legion using a rich teal to contrast with other areas of dark metal and glittering golds, signifying they serve the Nihilakh Dynasty. He imagines the tomb world that his Necrons hail from has gone into overdrive, cannibalising ancient mechanisms to create or augment his dynastic force. This idea has inspired him to create many conversions, using various parts from across the Necrons range of models to evoke this back story. He has replaced the legs of his Overlord, Thekmofis, with the serpentine lower body of a Canoptek Wraith and retained several mechanical elements of the Obelisk to surround his Transcendent C'tan, to create a technological cage around the enslaved being. He has also created Canoptek Scarab Swarms from left over pieces of several Necrons kits. By using elements from the same range, and tying them together with a fantastic and cohesive paint scheme, many of Jack's more subtle conversions are hard to spot.









2 Andy's Necrons hail from his Arkasarekh Dynasty and are led by his phaeron, the impressively titled Empress Arkasa the Inevitable. At her side is her faithful vargard, Osk, who was converted from the Royal Warden model. Andy's centrepiece is his Transcendent C'tan, made using Lady Olynder, Mortarch of Grief from the Warhammer Age of Sigmar range. For the paint scheme, he chose to lean into the menace of the Necrons, using dark metal colours set against polished bone and the sinister green of Tesseract Glow Contrast paint.

3 The Necrons of the Mephrit-Ghiar Dynasty, who Dan imagines left their Mephrit fellows to carve out their own empire, were assembled for a Combat Patrol league in the Warhammer 40,000 studio. Dan painted their bases a fiery red to represent the irradiated deserts he sees them as fighting in, and opted for a relatively warm palette of bright orange weaponry and bone-coloured armour. This is a great example of the Necrons' living metal appearing as some strange alien ceramic instead of reflective metal.

Datasheets

'I acknowledge no master, save for the almighty spectre of death. In its name, I will reap all signs of life from this galaxy, leaving nothing but a barren monument to timeless inevitability. Call it what you will, but this is the pursuit of nothing less than absolute perfection. Those who cannot understand its necessity are clearly flawed, but they should not despair – I will ensure that they do not live to see the final stage of the work completed.'

- *Executioner Ezandrakh of the Mephrit Dynasty, Herald of the Red Harvest*



THE SILENT KING

	M	T	SV	W	LD	OC	
	8"	10	2+	16	6+	6	SZAREKH
	8"	10	2+	5	6+	1	TRIARCHAL MENHIR

4+ INVULNERABLE SAVE



The Silent King rides to war aboard his dais of dominion, flanked by the phaerons of his Triarch and orbited by crackling noctilith menhirs. He unleashes godlike powers of annihilation upon his dismayed foes, even as his absolute authority radiates out to empower the Necron legions and drive them to inevitable victory.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Annihilator beam	24"	1	2+	14	-4	6
Sceptre of Eternal Glory [DEVASTATING WOUNDS]	24"	2	2+	10	-3	3
Staff of Stars [INDIRECT FIRE]	24"	12	2+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	1	4+	4	0	1
Weapons of the Final Triarch [LETHAL HITS]	Melee	12	2+	8	-3	2

TRIARCH ABILITIES

Phaeron of the Stars (Aura): While a friendly **NECRONS** unit is within 6" of this unit's Szarekh model, each time a model in that unit makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Phaeron of the Blades (Aura): While a friendly **NECRONS** unit is within 6" of this unit's Szarekh model, you can re-roll Charge rolls made for that unit and each time a model in that unit makes a melee attack, add 1 to the Strength characteristic of that attack.

Bringer of Unity (Aura): While a friendly **NECRONS** unit is within 6" of this unit's Szarekh model, you can ignore any or all modifiers to the characteristics of models in that unit and to any roll or test made for models in that unit (excluding modifiers to saving throws).

DAMAGED: 1-6 WOUNDS REMAINING

While this unit's Szarekh model has 1-6 wounds remaining, halve the Attacks characteristic of that model's weapons, and each time this unit makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deadly Demise D6+3** (Szarekh model only)

FACTION: **Reanimation Protocols**

Voice of the Triarch: At the start of the battle round, select one Triarch ability (see left). Until the start of the next battle round, this unit has that ability.

The Silent King (Aura): While a friendly **NECRONS** unit is within 6" of this unit's Szarekh model, improve that unit's Leadership characteristic by 1.

UNIT COMPOSITION

- **1 Szarekh – EPIC HERO**
- **2 Triarchal Menhirs**

Szarekh is equipped with: Sceptre of Eternal Glory; Staff of Stars; Weapons of the Final Triarch.

Every Triarchal Menhir is equipped with: annihilator beam; armoured bulk.

SUPREME COMMANDER

If this unit is in your army, it must be your **WARLORD**.

TRIARCHAL MENHIRS

If this unit's Szarekh model is destroyed, all of this unit's remaining Triarchal Menhir models are also destroyed.

KEYWORDS: **VEHICLE, CHARACTER, EPIC HERO, THE SILENT KING**

FACTION KEYWORDS: **NECRONS**

IMOTEKH THE STORMLORD

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

4+ INVULNERABLE SAVE



Imotekh is a sublimely skilled strategist, wielding his armies with hyperlogical skill and unleashing deadly strategic ploys. In battle he incinerates enemies with his Gauntlet of Fire, blasts them with pan-dimensional energies from his Staff of the Destroyer or humbles them in punishing one-on-one duels.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauntlet of Fire [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Staff of the Destroyer	18"	3	2+	6	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of the Destroyer [DEVASTATING WOUNDS]	Melee	4	2+	6	-3	2

LEADER

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

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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 the end of your Command phase, this model can use this ability. If it does, roll one D6 for each enemy unit within 12" of this model: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

UNIT COMPOSITION

- **1 Imotekh the Stormlord – EPIC HERO**

This model is equipped with: Gauntlet of Fire; Staff of the Destroyer.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, NOBLE, IMOTEKH THE STORMLORD**

FACTION KEYWORDS: **NECRONS**



ILLUMINOR SZERAS

M	T	SV	W	LD	OC
8"	8	2+	9	6+	3

4+ INVULNERABLE SAVE



Illuminor Szeras is a ghoulish bio-scientist who haunts the battlefield to gather luckless living specimens. He is a master of technomantic lore and android augmentation, employing horrible arcanoscientific instruments to disassemble his enemies, even as he fortifies the living metal forms of his allies.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Eldritch Lance	36"	3	3+	9	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Eldritch Lance	Melee	4	3+	9	-3	3
Impaling legs [EXTRA ATTACKS]	Melee	4	3+	6	-1	1

ABILITIES

CORE: **Feel No Pain 4+**

FACTION: **Reanimation Protocols**

Illuminor: While this model is within 3" of one or more other friendly **NECRONS** units, this model has the Lone Operative ability.

Mechanical Augmentation (Aura): While a friendly **NECRONS BATTLELINE** unit is within 3" of this model, each time a model in that unit makes an attack, improve the Armour Penetration characteristic of that attack by 1, and each time an attack targets that unit, worsen the Armour Penetration characteristic of that attack by 1.

Atomic Energy Manipulator: At the end of the Fight phase, if this model destroyed one or more models this phase, until the end of the battle, add 3" to the range of its Mechanical Augmentation ability (to a maximum of 12").

UNIT COMPOSITION

- **1 Illuminor Szeras – EPIC HERO**

This model is equipped with: Eldritch Lance; impaling legs.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, CRYPTEK, ILLUMINOR SZERAS**

FACTION KEYWORDS: **NECRONS**



TRAZYN THE INFINITE

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

4+ INVULNERABLE SAVE



A thief of moments in history, Trazyn takes to the battlefield to acquire that which cunning cannot secure. His Empathic Obliterator triggers psionic shock waves that kill not only his immediate victim, but those of a like mind nearby, while his ability to leap from one surrogate body to the next ensures he is hard to slay indeed.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Empathic Obliterator [SUSTAINED HITS D3]	Melee	4	2+	7	0	D3

LEADER

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

UNIT COMPOSITION

- **1 Trazyn the Infinite – EPIC HERO**

This model is equipped with: Empathic Obliterator.

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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 the 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** and **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).

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, NOBLE, TRAZYN THE INFINITE**

FACTION KEYWORDS: **NECRONS**

'We must not let the relics of antiquity be broken and crushed by the savagery of unenlightened creatures, for only by understanding these treasures may we conquer the future. Only we, who have broken free from the shackles of mortality and bound the infinite majesty of the cosmos to our will, can be trusted with this task. That is why we are here, on this wretched pit of a planet. Eliminate these mortals as you see fit, but do try to keep the collateral damage to a minimum.'

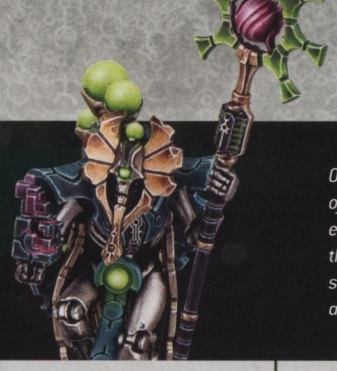
- Trazyn the Infinite, Archeovist of the Solemnace galleries



ORIKAN THE DIVINER

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

4+ INVULNERABLE SAVE



Orikan is a master astromancer, using his knowledge of astral conjunctions to predict the tides of battle and empower himself with cosmic energies. He supplements these skills with chronomantic abilities that allow him to see events before they happen and know just where to aim his blows.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of Tomorrow [DEVASTATING WOUNDS]	Melee	2	3+	4	-3	D3

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.*

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Master Chronomancer: While this model is leading a unit, models in that unit have a 4+ invulnerable save.

The Stars Are Right: Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, triple the Attacks and Strength characteristics of this model's Staff of Tomorrow and every successful Wound roll made for this model's attacks scores a Critical Wound.

UNIT COMPOSITION

- **1 Orikan the Diviner – EPIC HERO**

This model is equipped with: Staff of Tomorrow.

KEYWORDS: **INFANTRY, CHARACTER, EPIC HERO, CRYPTEK, CHRONOMANCER, ORIKAN THE DIVINER**

FACTION KEYWORDS: **NECRONS**

OVERLORD *WITH TRANSLOCATION SHROUD*

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

4+ INVULNERABLE SAVE



With a translocation shroud drawn from their dynastic vaults, an Overlord can drive their android warriors in spectral surges towards the foe. Their living metal bodies phase swiftly through nether-realms allowing them to pass through rigid defences and even the flesh of mortal guardians to reach whatever prey or prize the Overlord demands.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Overlord's blade [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2

LEADER

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

WARGEAR ABILITIES

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 rather than D3 when doing so. You cannot resurrect more than one unit per turn.

UNIT COMPOSITION

- **1 Overlord with Translocation Shroud**

This model is equipped with: Overlord's blade; resurrection orb.

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

My Will Be Done: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for 0CP, even if you have already targeted a different unit with that Stratagem this phase.

Translocation Shroud: Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit. In addition, each time a model in that unit makes a Normal, Advance or Fall Back move, until that move is finished, it can move horizontally through models and terrain features (it cannot finish a move on top of another model or its base).

KEYWORDS: **INFANTRY, CHARACTER, NOBLE, OVERLORD, OVERLORD WITH TRANSLOCATION SHROUD**

FACTION KEYWORDS: **NECRONS**

OVERLORD

M	T	SV	W	LD	OC
5"	5	2+	6	6+	1

4+ INVULNERABLE SAVE



Overlords lead the Necron dynasties in battle. Their android minds are tremendously swift, their bodies implacably resilient and their weapons eldritch, ancient and lethal. Yet it is the Overlords' indomitable wills that are perhaps their most fearsome assets, for with these they drive entire armies to war.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Staff of light	18"	3	2+	5	-2	1
Tachyon arrow [ONE SHOT]	72"	1	2+	16	-5	D6+2

One Shot: The bearer can only shoot with this weapon once per battle.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Overlord's blade [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2
Staff of light	Melee	4	2+	5	-2	1
Voidscythe [DEVASTATING WOUNDS]	Melee	3	3+	12	-3	3

WARGEAR OPTIONS

- This model's tachyon arrow and Overlord's blade can be replaced with one of the following:
  - 1 staff of light
  - 1 voidscythe
- If this model is not equipped with a tachyon arrow, it can be equipped with 1 resurrection orb.

LEADER

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

WARGEAR ABILITIES

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 rather than D3 when doing so. You cannot resurrect more than one unit per turn.

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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 the Damage characteristic of that attack.

UNIT COMPOSITION

- **1 Overlord**

This model is equipped with: tachyon arrow; Overlord's blade.

KEYWORDS: **INFANTRY, CHARACTER, NOBLE, OVERLORD**

FACTION KEYWORDS: **NECRONS**



CATACOMB COMMAND BARGE

M	T	SV	W	LD	OC
10"	8	3+	9	6+	3

4+ INVULNERABLE SAVE



Some Necron nobles ride to battle enthroned on Catacomb Command Barges. These armoured skimmers beam out carrier waves that bear a noble's orders directly to the dynasty's legions, while also providing them with quantum shielding, heavy gauss firepower and a fast-moving platform from which to fight.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss cannon [LETHAL HITS]	24"	3	3+	5	-2	2
Staff of light	18"	3	2+	5	-2	1
Tesla cannon [SUSTAINED HITS 2]	24"	4	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Overlord's blade [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2
Staff of light	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- This model's gauss cannon can be replaced with 1 tesla cannon.
- This model's staff of light can be replaced with 1 Overlord's blade.
- This model can be equipped with 1 resurrection orb.

WARGEAR ABILITIES

Resurrection Orb: Once per battle, at the end of any phase, select one friendly **NECRONS INFANTRY** or **NECRONS MOUNTED** unit within 6" of the bearer and resurrect that unit. When you do, that unit's Reanimation Protocols are activated, reanimating D6 wounds rather than D3 when doing so. You cannot resurrect more than one unit per turn.

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Reanimation Protocols**

Carrier Wave (Aura): While a friendly **NECRONS** unit is within 6" of this model, add 1 to the Objective Control characteristic of models in that unit.

Advanced Quantum Shielding: Each time an attack targets this model, if the Strength characteristic of that attack is greater than this model's Toughness characteristic, subtract 1 from the Wound roll.

UNIT COMPOSITION

- **1 Catacomb Command Barge**

This model is equipped with: gauss cannon; staff of light.

KEYWORDS: **VEHICLE, CHARACTER, FLY, CATACOMB COMMAND BARGE**

FACTION KEYWORDS: **NECRONS**



SKORPEKH LORD

M	T	SV	W	LD	OC
8"	7	3+	7	6+	2

4+ INVULNERABLE SAVE



Skorpekh Lords have fallen far from their noble beginnings, allowing an obsession with slaughter to twist their bodies and minds. Lurching forward on tripod bodies, their enmitic annihilators blast victims messily apart as their claws and blades lash out to reap a crimson harvest across the battlefield.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Enmitic annihilator [RAPID FIRE 2]	18"	2	2+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Flensing claw	Melee	8	2+	6	-1	1
Hyperphase harvester	Melee	4	2+	10	-3	3

LEADER

This model can be attached to the following unit: **Skorpekh Destroyers**

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **1 Skorpekh Lord**

This model is equipped with: enmitic annihilator; flensing claw; hyperphase harvester.

KEYWORDS: **Infantry, Character, Destroyer Cult, Skorpekh Lord**

FACTION KEYWORDS: **Necrons**



LOKHUST LORD

M	T	SV	W	LD	OC
8"	6	3+	6	6+	2

4+ INVULNERABLE SAVE



Lokhust Lords skim into battle on swift grav-sled bodies. Driven by nihilistic hatred, their every optimised strike slaughters swathes of the foe. Should the enemy dare strike back, they must watch in despair as the pulse of a resurrection orb or the silvery mites spilling from a nanoscarab amulet repair the monomaniacal warrior, who rises ready to destroy again.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Staff of light	18"	3	2+	5	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Lord's blade [DEVASTATING WOUNDS]	Melee	4	2+	8	-3	2
Staff of light	Melee	4	2+	5	-2	1

WARGEAR OPTIONS

- This model's staff of light can be replaced with 1 Lord's blade.
- This model can be equipped with one of the following:
  - 1 nanoscarab amulet
  - 1 resurrection orb

LEADER

This model can be attached to the following units: **Lokhust Destroyers, Lokhust Heavy Destroyers**

WARGEAR ABILITIES

Nanoscarab Amulet: The bearer has the Feel No Pain 5+ ability.

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 rather than D3 when doing so. You cannot resurrect more than one unit per turn.

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Destroyer Cult: 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.

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.

UNIT COMPOSITION

- **1 Lokhust Lord**

This model is equipped with: staff of light.

KEYWORDS: **Mounted, Character, Fly, Destroyer Cult, Lokhust Lord**

FACTION KEYWORDS: **Necrons**

'Life festers in such profusion that it may take me countless galactic ages to see it all eradicated. There are more efficient ways, but many necessitate the willing cooperation of other species, others who will slay as I do. I have not the time to inculcate any in the universe's great truth: the fundamental need for it to be cleansed of life. Such a solution would require the cooperating mortals to continue in their existence even as they ended that of others. Unacceptable.'

- Thektis, the Singularity Annihilator



ROYAL WARDEN

M	T	SV	W	LD	OC
5"	5	3+	4	6+	1



Royal Wardens ensure their lord's will is carried out by the dynasty's vast armies. They possess the initiative to adapt the strategies of the phalanxes under their command with engrammatic logic. While they retain independence of thought, protocols buried deep within their living metal cortices render them unquestioningly loyal.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Relic gauss blaster [LETHAL HITS, RAPID FIRE 2]	24"	2	3+	5	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

LEADER

This model can be attached to the following units: **IMMORTALS, NECRON WARRIORS**

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Adaptive Strategy: This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Engrammatic Logic: 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.

UNIT COMPOSITION

- **1 Royal Warden**

This model is equipped with: relic gauss blaster; close combat weapon.

KEYWORDS: **INFANTRY, CHARACTER, ROYAL WARDEN**

FACTION KEYWORDS: **NECRONS**



TECHNOMANCER

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



Technomancers possess the power to augment and swiftly repair Necron units in the field. By using a Canoptek cloak – a techno-arcane mantle attached to a spiderlike construct that generates an anti-gravity field – they can flit swiftly to wherever they are needed most, or wherever they spy rich pickings of precious resources.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Staff of light	18"	3	4+	5	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Staff of light	Melee	2	4+	5	-2	1

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.*

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

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, you can 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.

UNIT COMPOSITION

- **1 Technomancer**

This model is equipped with: staff of light.

KEYWORDS: **Infantry, Character, Fly, Cryptek, Technomancer**

FACTION KEYWORDS: **Necrons**

PSYCHOMANCER

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



Psychomancers study the science of fear. They are expert manipulators, conjuring phantasms and temporary hard-light constructs that trigger primal survival instincts in their victims' minds, or overload even the most advanced sensoria. No being is safe from the creeping tendrils of the Psychomancer's art.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Abyssal lance	18"	1	4+	6	-3	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Abyssal lance	Melee	1	4+	6	-3	3

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.*

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Nightmare Shroud (Aura): In the Battle-shock step of your opponent's Command phase, if an enemy unit that is below its Starting Strength is within 6" of this model, that enemy unit must take a Battle-shock test, subtracting 1 from the test when it does so.

Harbinger of Despair: Once per turn, at the start of your Command, Movement, Shooting, Charge or Fight phase, you can select one enemy unit within 18" of this model. That unit must take a Battle-shock test, subtracting 1 from the test when it does so.

UNIT COMPOSITION

- **1 Psychomancer**

This model is equipped with: abyssal lance.

KEYWORDS: **Infantry, Character, Cryptek, Psychomancer**

FACTION KEYWORDS: **Necrons**

CHRONOMANCER

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

4+ INVULNERABLE SAVE



Chronomancers are Crypteks who harness temporal energies, using arcane staves to trap foes in bubbles of slowed time or rapidly age them with entropic blasts. Their timesplinter mantles use crystallised moments to confound enemy blows, while their chronometrons hasten allies through time itself.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Chronomancer's stave [BLAST]	18"	D6	4+	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chronomancer's stave	Melee	3	4+	5	-1	1

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.*

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Timesplinter Mantle: While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.

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.

UNIT COMPOSITION

- **1 Chronomancer**

This model is equipped with: Chronomancer's stave.

KEYWORDS: **INFANTRY, CHARACTER, CRYPTEK, CHRONOMANCER**

FACTION KEYWORDS: **NECRONS**

PLASMANCER

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



Plasmancers are unsubtle annihilators. They are capable of wielding energy as a weapon itself rather than needing to bind it to other forms. Arcs of unstable lightning leap from their forms to wrack nearby foes, and with a gesture these Crypteks can channel those same energies into searing ranged blasts.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Plasmic lance	18"	3	4+	7	-3	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Plasmic lance	Melee	2	4+	7	-3	2

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.*

ABILITIES

CORE: **Leader**

FACTION: **Reanimation Protocols**

Harbinger of Destruction: While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.

Living Lightning: In your Shooting phase, select one enemy unit within 18" of and visible to this model and roll four D6: for each 4+, that enemy unit suffers 1 mortal wound.

UNIT COMPOSITION

- **1 Plasmancer**

This model is equipped with: plasmic lance.

KEYWORDS: **INFANTRY, CHARACTER, CRYPTEK, PLASMANCER**

FACTION KEYWORDS: **NECRONS**

C'TAN SHARD OF THE DECEIVER

M	T	SV	W	LD	OC
6"	11	4+	12	6+	6

4+ INVULNERABLE SAVE



Mephet'ran the Deceiver was ever the most duplicitous of his monstrous brood. Even shattered and bound within a restraining necrodermis, each Shard of the Deceiver still radiates a potent blend of deadly truths and bewildering lies against which the fallible senses of mortal beings possess no defence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cosmic insanity [ANTI-CHARACTER 4+, DEVASTATING WOUNDS, PRECISION]	18"	6	2+	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Golden fists	Melee	8	2+	8	-3	3

ENSLAVED STAR GOD

This model cannot be your **WARLORD**.

ABILITIES

CORE: **Deadly Demise D6, Feel No Pain 5+, Stealth**

FACTION: **Reanimation Protocols**

Grand Illusion: If your army includes this model, after both players have deployed their armies, select up to three **NECRONS** units from your army and redeploy them. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Necrodermis: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

UNIT COMPOSITION

- **1 C'tan Shard of the Deceiver – EPIC HERO**

This model is equipped with: cosmic insanity; golden fists.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, FLY, C'TAN SHARD OF THE DECEIVER**

FACTION KEYWORDS: **NECRONS**

C'TAN SHARD OF THE NIGHTBRINGER

M	T	SV	W	LD	OC
6"	11	4+	12	6+	4

4+ INVULNERABLE SAVE



The very essence of life bleeds away when exposed to a Shard of the C'tan known as the Nightbringer. Aza'gorod he was, the Inevitable Blade; his spectral form, cowl of shadows and flashing scythe are said to have spawned countless avatars of death in the legends of primitive cultures the entire galaxy over.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gaze of death	18"	D3	2+	12	-2	D6+3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Scythe of the Nightbringer – strike [DEVASTATING WOUNDS]	Melee	6	2+	14	-4	D6+2
Scythe of the Nightbringer – sweep	Melee	14	2+	8	-2	2

ENSLAVED STAR GOD

This model cannot be your **WARLORD**.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deadly Demise D6, Feel No Pain 5+**

FACTION: **Reanimation Protocols**

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.

Necrodermis: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

UNIT COMPOSITION

- **1 C'tan Shard of the Nightbringer – EPIC HERO**

This model is equipped with: gaze of death; Scythe of the Nightbringer.

KEYWORDS: **MONSTER, CHARACTER, EPIC HERO, FLY, C'TAN SHARD OF THE NIGHTBRINGER**

FACTION KEYWORDS: **NECRONS**

C'TAN SHARD OF THE VOID DRAGON

M	T	SV	W	LD	OC
6"	11	4+	12	6+	4

4+ INVULNERABLE SAVE



Shards of the Void Dragon fill the air around them with a searing scream of distorted static. With a gesture they can unmake the war engines of lesser beings, dragging the resultant disintegrating matter into themselves like the gravity well of a black hole and using it to replenish their own, ever flickering forms.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Spear of the Void Dragon [ANTI-VEHICLE 2+]	12"	1	2+	4	-3	D6+2
Voltaic storm [BLAST, SUSTAINED HITS 2]	18"	D6+3	2+	7	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Spear of the Void Dragon – strike [ANTI-VEHICLE 2+]	Melee	5	2+	12	-3	D6+2
Spear of the Void Dragon – sweep	Melee	10	2+	8	-1	2
Canoptek tail blades [EXTRA ATTACKS]	Melee	6	2+	6	-1	1

ENSLAVED STAR GOD

This model cannot be your **WARLORD**.

ABILITIES

CORE: **Deadly Demise D6, Feel No Pain 5+**

FACTION: **Reanimation Protocols**

Matter Absorption: At the start of your Shooting phase, select one enemy **VEHICLE** unit within 12" of this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and this model regains up to that many lost wounds.

Necrodermis: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

UNIT COMPOSITION

- **1 C'tan Shard of the Void Dragon – EPIC HERO**

This model is equipped with: Spear of the Void Dragon; voltaic storm; Canoptek tail blades.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **MONSTER, CHARACTER, FLY, EPIC HERO, C'TAN SHARD OF THE VOID DRAGON**

FACTION KEYWORDS: **NECRONS**

TRANSCENDENT C'TAN

M	T	SV	W	LD	OC
6"	11	4+	12	6+	4

4+ INVULNERABLE SAVE



Shards of the C'tan serve the Necrons as enslaved living weapons. Greatest amongst them are the Transcendent C'tan, whose fury and power are so terrifying that they must be trammelled using the full might of Necron technology. When their cosmic powers are unleashed, reality itself is torn asunder.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Seismic assault [ASSAULT, SUSTAINED HITS 1]	12"	6	2+	8	-2	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crackling tendrils [SUSTAINED HITS 1]	Melee	8	2+	9	-3	D6

ENSLAVED STAR GOD

This model cannot be your **WARLORD**.

C'TAN SHARD

This model cannot be given Enhancements.

ABILITIES

CORE: **Deadly Demise D6, Deep Strike, Feel No Pain 5+**

FACTION: **Reanimation Protocols**

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.

Necrodermis: Each time an attack is allocated to this model, halve the Damage characteristic of that attack.

UNIT COMPOSITION

- **1 Transcendent C'tan**

This model is equipped with: seismic assault; crackling tendrils.

KEYWORDS: **MONSTER, CHARACTER, FLY, TRANSCENDENT C'TAN**

FACTION KEYWORDS: **NECRONS**

NECRON WARRIORS

M	T	SV	W	LD	OC
5"	4	4+	1	7+	2



Necron Warriors attack in rank upon shambling rank. Individually little more than mindless automata, they are relentless and deadly when commanded en masse. The Warriors' metallic bodies can self-repair from even the most hideous damage, while their unceasing volleys of fire butcher the foe with mechanical efficiency.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss flayer [LETHAL HITS, RAPID FIRE 1]	24"	1	4+	4	0	1
Gauss reaper [LETHAL HITS]	12"	2	4+	4	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1

WARGEAR OPTIONS

- Any number of models can each have their gauss flayer replaced with 1 gauss reaper.

ABILITIES

FACTION: **Reanimation Protocols**

Their Number is Legion: Each time this unit's Reanimation Protocols activate, you can re-roll the dice to see how many wounds are reanimated.

UNIT COMPOSITION

- **10-20 Necron Warriors**

Every model is equipped with: gauss flayer; close combat weapon.

KEYWORDS: **INFANTRY, BATTLELINE, NECRON WARRIORS**

FACTION KEYWORDS: **NECRONS**

IMMORTALS

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



Once the shock troops of the Necrontyr, Immortals still provide their masters with a powerful core of skilled soldiery aeons later. More advanced than Necron Warriors, they can employ a number of strategies even without command, and their firepower makes them deadly in close or midrange engagements.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss blaster [LETHAL HITS]	24"	2	3+	5	-1	1
Tesla carbine [ASSAULT, SUSTAINED HITS 2]	24"	2	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

WARGEAR OPTIONS

- All models in this unit can each have their gauss blaster replaced with 1 tesla carbine.

ABILITIES

FACTION: **Reanimation Protocols**

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 within range of an objective marker, you can re-roll the Wound roll instead.

UNIT COMPOSITION

- **5-10 Immortals**

Every model is equipped with: gauss blaster; close combat weapon.

KEYWORDS: **INFANTRY, BATTLELINE, IMMORTALS**

FACTION KEYWORDS: **NECRONS**

HEXMARK DESTROYER

M	T	SV	W	LD	OC
8"	5	3+	5	6+	1



Hexmark Destroyers were once Deathmarks. Bursting from their dimensional oubliettes like ambush predators, these hunchbacked monsters unleash inescapable hails of enmitic fire. Independent ocular targeting and optimised firing patterns leave their prey with no escape.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Enmitic disintegrator pistols [IGNORES COVER, PISTOL]	18"	6	2+	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	5	0	1

UNIT COMPOSITION

- **1 Hexmark Destroyer**

This model is equipped with: enmitic disintegrator pistols; close combat weapon.

ABILITIES

CORE: **Deep Strike, Lone Operative**

FACTION: **Reanimation Protocols**

Inescapable Death: Once per turn, one unit from your army with this ability can be targeted with the Fire Overwatch Stratagem for 0CP, even if you have already targeted a different unit with that Stratagem this phase. In addition, each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 2+.

Multi-threat Eliminator: Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attack that targets a friendly **NECRONS** unit within 3" of a model with this ability, after that enemy unit has shot, one model with this ability that is within 3" of that target can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so, and can only do so if that enemy unit is an eligible target.

KEYWORDS: **INFANTRY, CHARACTER, DESTROYER CULT, HEXMARK DESTROYER**

FACTION KEYWORDS: **NECRONS**

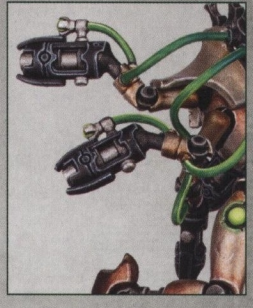


Necron Warrior with gauss flayer



Necron Warrior with gauss reaper







Immortal with tesla carbine



Immortal with gauss blaster



Hexmark Destroyer with enmitic disintegrator pistols

LYCHGUARD

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



Incapable of disloyalty and clad in forms as resilient and resplendent as their masters', Lychguard are the ultimate protectors. Whether reaping the foe with warscythes or advancing with dispersion shields locked and hyperphase swords thrumming, at close quarters these bodyguards are nigh on unstoppable.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hyperphase sword	Melee	3	3+	6	-2	1
Warscythe [DEVASTATING WOUNDS]	Melee	2	3+	8	-3	2

WARGEAR OPTIONS

- All models in this unit can each have their warscythe replaced with 1 hyperphase sword and 1 dispersion shield.

WARGEAR ABILITIES

Dispersion Shield: The bearer has a 4+ invulnerable save.

ABILITIES

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **5-10 Lychguard**

Every model is equipped with: warscythe.

KEYWORDS: **INFANTRY, LYCHGUARD**

FACTION KEYWORDS: **NECRONS**

TRIARCH PRAETORIANS

M	T	SV	W	LD	OC
10"	5	3+	2	7+	1



Triarch Praetorians fight tirelessly to uphold the ancient dynastic codes of their people. Whether blasting the foe with antimatter particles, impaling them on their flickering voidblades or immolating them with their rods of covenant, the Praetorians' gravity displacement packs and combat prowess make them truly deadly.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Particle caster [DEVASTATING WOUNDS, PISTOL]	12"	3	3+	5	0	1
Rod of covenant	12"	1	3+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Rod of covenant	Melee	3	3+	5	-2	2
Voidblade	Melee	4	3+	5	-2	1

WARGEAR OPTIONS

- All models in this unit can each have their rod of covenant replaced with 1 particle caster and 1 voidblade.

ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

Relentless Combatants: 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.

UNIT COMPOSITION

- **5-10 Triarch Praetorians**

Every model is equipped with: rod of covenant.

KEYWORDS: **INFANTRY, FLY, TRIARCH, PRAETORIANS**

FACTION KEYWORDS: **NECRONS**

DEATHMARKS

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



No target can evade the Deathmarks. Watching from dimensional oubliettes, these expert snipers track enemy movements, communications and even teleport signatures before striking. They do so in a blaze of synaptic disintegrator fire that shreds not only their victims' bodies, but also their very minds.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Synaptic disintegrator [HEAVY, PRECISION]	36"	1	3+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **5-10 Deathmarks**

Every model is equipped with: synaptic disintegrator; close combat weapon.

KEYWORDS: **INFANTRY, DEATHMARKS**

FACTION KEYWORDS: **NECRONS**

FLAYED ONES

M	T	SV	W	LD	OC
5"	4	4+	1	7+	1



Flayed Ones keen shrill hunting cries as they fall upon the foe, talons flashing. Infected with the gruesome Flayer virus, the Flayed Ones attempt to gorge themselves upon the flesh and blood of their butchered foes, gore drizzling through their mechanical forms as they seek to slake a thirst they can never quench.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Flayer claws [SUSTAINED HITS 1, TWIN-LINKED]	Melee	4	3+	4	-1	1

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **5-10 Flayed Ones**

Every model is equipped with: flayer claws.

KEYWORDS: **INFANTRY, FLAYED ONES**

FACTION KEYWORDS: **NECRONS**

CRYPTOTHRALLS

M	T	SV	W	LD	OC
5"	4	3+	3	8+	1



Some Crypteks are accompanied by bound Cryptothralls that act as slaves and bodyguards. These hunched and sinister beings are not truly sentient, but are rather construct creatures enslaved to the Cryptek's will and engrammatically compelled to protect their master with their living metal bodies and fierce, short-ranged weaponry.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scouring eye	6"	2	4+	5	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Scythed limbs	Melee	4	4+	5	-1	1

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.

ABILITIES

FACTION: **Reanimation Protocols**

Bound Creation: While this unit is in the same unit as a **CRYPTEK** model, that **CRYPTEK** model has the Feel No Pain 4+ ability.

Systematic Vigour: Each time a **CRYPTOTHRALL** model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 2+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

UNIT COMPOSITION

- **2 Cryptothralls**

Every model is equipped with: scouring eye; scythed limbs.

KEYWORDS: **INFANTRY, CRYPTOTHRALLS**

FACTION KEYWORDS: **NECRONS**



'It is a trying experience, leading exploratory expeditions upon worlds temporarily inhabited by the lesser species. One might forgive their dishonourable barbarity and squalor were it not for the almost inanimate levels of intelligence. Creatures so base in their thinking are an affront to every civilised protocol. Still, it is precisely because one expects nothing of them that serendipity is high at the discovery of some neurological anomaly. Some chance mutation, perhaps, some new sensitivity to psychological pressure, one that requires the disassembly of their nerve tissue to rigorously comprehend. It is a process eminently satisfactory in the undertaking, and an act one should take one's time over. I simply wish they wouldn't mewl so while I do.'

- Zorran'shek the Crimson, High Neurohedrex of Novokh

TOMB BLADES

M	T	SV	W	LD	OC
12"	5	4+	2	7+	2



Tomb Blades are fast assault skimmers whose spiralling attack patterns are based on fractal hyperlogic. They are well armed, often afforded extra protection by the addition of darkness-generating shadowlooms or armoured shieldvanes. Others employ nebuloscopes to target the foe through even solid fortifications.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Particle beamer [BLAST, DEVASTATING WOUNDS]	18"	D6	3+	5	0	1
Twin gauss blaster [LETHAL HITS, TWIN-LINKED]	24"	2	3+	5	-1	1
Twin tesla carbine [ASSAULT, SUSTAINED HITS 2, TWIN-LINKED]	24"	2	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	4	0	1

WARGEAR OPTIONS

- Any number of models can each have their twin gauss blaster replaced with one of the following:
  - 1 particle beamer
  - 1 twin tesla carbine
- Any number of models can each be equipped with 1 shieldvanes.
- Any number of models can each be equipped with one of the following:
  - 1 nebuloscope
  - 1 shadowloom

WARGEAR ABILITIES

Nebuloscope: Ranged weapons equipped by the bearer have the **[IGNORES COVER]** ability.

Shadowloom: The bearer has the Stealth ability.

Shieldvanes: The bearer has a Save characteristic of 3+ and a Move characteristic of 8".

ABILITIES

CORE: Scouts 9"

FACTION: Reanimation Protocols

Evasion Engrams: In your Shooting phase, after this unit has shot, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

UNIT COMPOSITION

- **3-6 Tomb Blades**

Every model is equipped with: twin gauss blaster; close combat weapon.

KEYWORDS: **MOUNTED, FLY, TOMB BLADES**

FACTION KEYWORDS: **NECRONS**



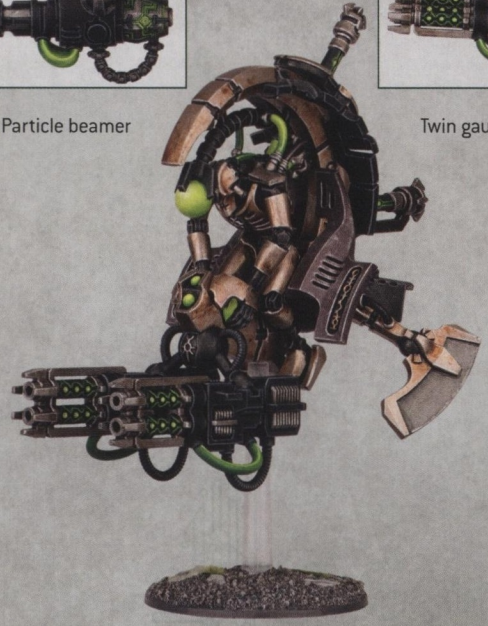
Particle beamer



Twin gauss blaster



Tomb Blade with particle beamer and shieldvanes



Tomb Blade with twin gauss blaster, shieldvanes and shadowloom



Tomb Blade with twin tesla carbine, shieldvanes and nebuloscope

SKORPEKH DESTROYERS

M	T	SV	W	LD	OC
8"	6	3+	3	7+	2



Skorpekh Destroyers favour overwhelming close-quarters violence to slaughter their victims. Though ungainly off the battlefield, in combat their tripod limbs allow them to pass through enemy lines in a madcap pirouette of slashing hyperphase blades, nigh on impossible to evade or parry.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2

WARGEAR OPTIONS

- For every 3 models in this unit, this unit can have 1 Plasmacyte.

WARGEAR ABILITIES

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.

Designer's Note: *Place the relevant number of Plasmacyte tokens next to the unit, removing one each time this unit uses this ability.*

ABILITIES

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **3-6 Skorpekh Destroyers**

Every model is equipped with: Skorpekh hyperphase weapons.

KEYWORDS: **Infantry, Destroyer Cult, Skorpekh Destroyers**

FACTION KEYWORDS: **Necrons**

OPHYDIAN DESTROYERS

M	T	SV	W	LD	OC
10"	5	4+	3	7+	2



Repugnant to other Necrons, Ophydian Destroyers echo elements of servile Canoptek Wraiths and reviled Flayed Ones in their murder-optimised bodies. Tunnelling through solid ferrocrete with frenzied violence and flickers of dimensional displacement, they burst into view to ambush, hack and rend their prey apart.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ophydian hyperphase weapons	Melee	5	3+	4	-2	2

WARGEAR OPTIONS

- For every 3 models in this unit, this unit can have 1 Plasmacyte.

WARGEAR ABILITIES

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.

Designer's Note: *Place the relevant number of Plasmacyte tokens next to the unit, removing one each time this unit uses this ability.*

ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

Tunnelling Horrors: At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove this unit from the battlefield. In the Reinforcements step of your next Movement phase, set it up anywhere on the battlefield that is more than 9" horizontally away from all enemy models.

UNIT COMPOSITION

- **3-6 Ophydian Destroyers**

Every model is equipped with: Ophydian hyperphase weapons.

KEYWORDS: **Infantry, Destroyer Cult, Ophydian Destroyers**

FACTION KEYWORDS: **Necrons**

LOKHUST DESTROYERS

M	T	SV	W	LD	OC
8"	6	3+	3	7+	2



Lokhust Destroyers rely on mobility and firepower to annihilate any life they encounter. Their repulsor-sled bodies and augmented kinetic compensators ensure they can fire on the move without reduction in efficiency. Coupled with senses reconfigured to prioritise target acquisition and prediction, there are few prey that escape.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss cannon [LETHAL HITS]	24"	3	3+	5	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

FACTION: **Reanimation Protocols**

Hard-wired for Destruction: Each time a model in this unit makes a ranged attack that targets the closest eligible target, 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.

UNIT COMPOSITION

- **1-6 Lokhust Destroyers**

Every model is equipped with: gauss cannon; close combat weapon.

KEYWORDS: **Mounted, Fly, Destroyer Cult, Lokhust Destroyers**

FACTION KEYWORDS: **Necrons**

LOKHUST HEAVY DESTROYERS

M	T	SV	W	LD	OC
8"	6	3+	4	7+	2



The Destroyer Cults think nothing of sacrificing their physical forms to optimise themselves for slaughter. Lokhust Heavy Destroyers skim to battle upon repulsor-sled bodies, their upper limbs bound into gauss destructors or enmitic exterminators with which they decimate their foes with devastating blasts from afar.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Enmitic exterminator [HEAVY, RAPID FIRE 6, SUSTAINED HITS 1]	36"	6	3+	6	-1	1
Gauss destructor [HEAVY, LETHAL HITS]	48"	1	3+	14	-4	6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

WARGEAR OPTIONS

- Any number of models can each have their gauss destructor replaced with 1 enmitic exterminator.

ABILITIES

FACTION: **Reanimation Protocols**

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 that targets a **Monster** or **Vehicle**, re-roll a Wound roll of 1.

UNIT COMPOSITION

- **1-3 Lokhust Heavy Destroyers**

Every model is equipped with: gauss destructor; close combat weapon.

KEYWORDS: **Mounted, Fly, Destroyer Cult, Lokhust Heavy Destroyers**

FACTION KEYWORDS: **Necrons**

CANOPTEK REANIMATOR

M	T	SV	W	LD	OC
8"	6	3+	6	8+	3



Canoptek Reanimators prowl the Necron lines, shooting out ethereal beams swarming with nanoscarabs. Necrons touched by these eerie lights stagger to their feet, resurrected, repaired and ready to fight again. Foes are less fortunate, wailing in agony as their atoms are torn apart and recombined in a hideous, gory fashion.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Atomiser beam	12"	3	4+	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Reanimator's claws	Melee	4	4+	5	0	1

ABILITIES

CORE: **Feel No Pain 4+**

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **1 Canoptek Reanimator**

This model is equipped with: 2 atomiser beams; Reanimator's claws.

KEYWORDS: **VEHICLE, WALKER, CANOPTEK, REANIMATOR**

FACTION KEYWORDS: **NECRONS**

CANOPTEK SCARAB SWARMS

M	T	SV	W	LD	OC
10"	2	6+	4	8+	0



Canoptek Scarabs attack in skimming swarms. They descend upon the enemy with high-pitched chitters before breaking down infantry and tanks alike into raw energy with their feeder mandibles. Often attacking as the first wave of a Necron assault, these mechanical insectoids spread fear and destruction.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Feeder mandibles [LETHAL HITS]	Melee	6	5+	2	0	1

ABILITIES

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **3-6 Canoptek Scarab Swarms**

Every model is equipped with: feeder mandibles.

KEYWORDS: **SWARM, FLY, CANOPTEK, SCARAB SWARMS**

FACTION KEYWORDS: **NECRONS**

CANOPTEK SPYDERS

M	T	SV	W	LD	OC
5"	7	3+	6	8+	2



Canoptek Spyders are formidable control-and-repair constructs, augmented with battlefield support systems. Whether blasting enemies with particle beamers, warding off empyric energies with gloom prisms or fabricating and unleashing fresh waves of Canoptek Scarabs, they are a force to be reckoned with.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Particle beamer [BLAST, DEVASTATING WOUNDS]	18"	D6	3+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Automaton claws	Melee	5	4+	8	-2	2

WARGEAR OPTIONS

- Any number of models can each be equipped with 2 particle beamers.
- Any number of models can each be equipped with 1 fabricator claw array.
- Any number of models can each be equipped with 1 gloom prism.

WARGEAR ABILITIES

Fabricator Claw Array (Aura): While a friendly **NECRONS VEHICLE** unit is within 6" of the bearer, models in that unit have the Feel No Pain 6+ ability.

Gloom Prism (Aura): While a friendly **NECRONS** unit is within 6" of the bearer, models in that unit have the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks.

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Reanimation Protocols**

Canoptek Swarm: In your Command phase, select one friendly **CANOPTEK SCARAB SWARM** unit within 6" of this unit. One destroyed model is returned to that **CANOPTEK SCARAB SWARM** unit for each **SPYDER** model in this unit.

UNIT COMPOSITION

- **1-2 Canoptek Spyders**

Every model is equipped with: automaton claws.

KEYWORDS: **VEHICLE, FLY, CANOPTEK, SPYDERS**

FACTION KEYWORDS: **NECRONS**

CANOPTEK WRAITHS

M	T	SV	W	LD	OC
10"	6	3+	4	8+	2

4+ INVULNERABLE SAVE



These constructs serve as the eyes and ears of their masters while tomb worlds slumber, and as spectral assassins once their armies march out to war. Their dimensional destabilisation matrices allow them to phase in and out of reality, passing through solid objects and sliding their talons through armour, flesh and bone.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Particle caster [DEVASTATING WOUNDS, PISTOL]	12"	3	4+	5	0	1
Transdimensional beamer	12"	1	4+	4	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Vicious claws	Melee	4	4+	6	-1	2
Whip coils	Melee	8	4+	5	0	1

WARGEAR OPTIONS

- Any number of models can each be equipped with one of the following:
  - 1 particle caster
  - 1 transdimensional beamer
- Any number of models can each have their vicious claws replaced with 1 whip coils.

ABILITIES

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **3-6 Canoptek Wraiths**

Every model is equipped with: vicious claws.

KEYWORDS: **BEASTS, FLY, CANOPTEK, WRAITHS**

FACTION KEYWORDS: **NECRONS**

TRIARCH STALKER

M	T	SV	W	LD	OC
8"	8	3+	12	7+	4

4+ INVULNERABLE SAVE



Triarch Stalkers are agile combat walkers whose heavy firepower makes them excellent tank hunters and anti-infantry assault units both. As though their focused blasts of energy and flame were not enough, they can also augment the targeting of nearby Necron forces to further punish the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heat ray – dispersed [IGNORES COVER, TORRENT]	12"	2D6	N/A	5	-1	1
Heat ray – focused [MELTA 4]	18"	2	3+	9	-4	D6
Particle shredder [BLAST, DEVASTATING WOUNDS]	18"	D6+6	2+	7	0	1
Heavy gauss cannon array [LETHAL HITS]	24"	6	3+	8	-2	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Stalker's forelimbs	Melee	4	3+	7	-1	3

WARGEAR OPTIONS

- This model's heat ray can be replaced with one of the following:
  - 1 particle shredder
  - 1 heavy gauss cannon array

ABILITIES

CORE: **Deadly Demise D3, Scouts 8"**

FACTION: **Reanimation Protocols**

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 COMPOSITION

- **1 Triarch Stalker**

This model is equipped with: heat ray; Stalker's forelimbs.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **VEHICLE, WALKER, TRIARCH, STALKER**

FACTION KEYWORDS: **NECRONS**

CANOPTEK DOOMSTALKER

M	T	SV	W	LD	OC
8"	8	3+	12	8+	4

4+ INVULNERABLE SAVE



Canoptek Doomstalkers stride with eerie grace. Whether prowling their masters' armouries as tireless sentinels or providing mobile fire support to the Necron legions, the Doomstalkers annihilate all those who dare stand against them with searing salvoes from their doomsday blasters.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Doomsday blaster [BLAST, HEAVY]	48"	D6+1	4+	14	-3	3
Twin gauss flayer [LETHAL HITS, RAPID FIRE 1, TWIN-LINKED]	24"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Doomstalker limbs	Melee	3	4+	6	0	1

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.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

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+.

UNIT COMPOSITION

- **1 Canoptek Doomstalker**

This model is equipped with: doomsday blaster; twin gauss flayer; Doomstalker limbs.

KEYWORDS: **VEHICLE, WALKER, CANOPTEK, DOOMSTALKER**

FACTION KEYWORDS: **NECRONS**

ANNIHILATION BARGE

M	T	SV	W	LD	OC
10"	8	3+	9	7+	3

4+ INVULNERABLE SAVE



Slow-moving but deadly, Annihilation Barges serve as anti-infantry fire support platforms. They are often deployed to watch over important strategic locations, gliding serenely into position upon a cushion of repulsion energies before unleashing furious storms of eldritch lightning from their massive cannons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss cannon [LETHAL HITS]	24"	3	3+	5	-2	2
Tesla cannon [SUSTAINED HITS 2]	24"	4	3+	6	0	1
Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	36"	6	3+	8	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

WARGEAR OPTIONS

- This model's gauss cannon can be replaced with 1 tesla cannon.

ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **1 Annihilation Barge**

This model is equipped with: gauss cannon; twin tesla destructor; armoured bulk.

KEYWORDS: **Vehicle, Fly, Annihilation Barge**

FACTION KEYWORDS: **Necrons**

DOOMSDAY ARK

M	T	SV	W	LD	OC
10"	9	3+	14	7+	5

4+ INVULNERABLE SAVE



The Doomsday Ark is a direct-fire plasma artillery piece so powerful that it can threaten even the super-heavy war engines of lesser species. This vehicle is solely dedicated to overwhelming long-ranged firepower, even diverting energy from its motive functions in order to unleash absolute obliteration upon the foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Doomsday cannon [BLAST, HEAVY]	72"	D6+1	3+	18	-4	4
Gauss flayer array [LETHAL HITS, RAPID FIRE 5]	24"	5	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

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.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

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.

UNIT COMPOSITION

- **1 Doomsday Ark**

This model is equipped with: doomsday cannon; 2 gauss flayer arrays; armoured bulk.

KEYWORDS: **Vehicle, Fly, Doomsday Ark**

FACTION KEYWORDS: **Necrons**

GHOST ARK

M	T	SV	W	LD	OC
10"	9	3+	14	7+	3

4+ INVULNERABLE SAVE

Ghost Arks are repair barges that glide amidst the ranks of the Necron legions, gathering up and repairing those androids too wrecked to reconstruct themselves and keep fighting. These vehicles are often pressed into service as armoured transports, advancing to disgorge fresh waves of fully repaired Necrons directly into the fight.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss flayer array [LETHAL HITS, RAPID FIRE 5]	24"	5	3+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

TRANSPORT

This model has a transport capacity of 10 **NECRON WARRIOR** models and 1 **NECRONS INFANTRY CHARACTER** model.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

Repair Barge: Once per turn, just after an enemy unit finishes making its attacks, if one or more friendly **NECRON WARRIORS** units within 3" of this model lost one or more wounds as a result of those attacks, this model can use this ability. If it does, select one of those **NECRON WARRIORS** units; that unit's Reanimation Protocols activate. The same **NECRON WARRIORS** unit cannot be selected for this ability more than once per turn.

UNIT COMPOSITION

- **1 Ghost Ark**

This model is equipped with: 2 gauss flayer arrays; armoured bulk.

KEYWORDS: **VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, GHOST ARK**

FACTION KEYWORDS: **NECRONS**

DOOM SCYTHE

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0

The Doom Scythe is a terror weapon whose wailing engines evoke atavistic horror in the condemned foe. Its primary armament, the heavy death ray, is more frightening still, for wherever its searing energy beam carves through the enemy's ranks, it leaves nothing but blasted wreckage in its wake.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy death ray [SUSTAINED HITS D3]	36"	3	3+	16	-4	D6+1
Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	36"	6	3+	8	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

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.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

Atavistic Instigation: Each time this model targets an enemy unit with its heavy death ray, your opponent must declare if that unit will stand firm or duck for cover:

- If it stands firm, when resolving ranged attacks against that unit this phase, a successful unmodified Hit roll of 5+ scores a Critical Hit.
- If it ducks for cover, until the start of your next Shooting phase, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Doom Scythe**

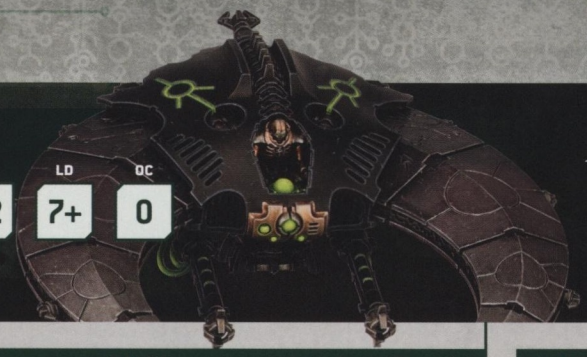
This model is equipped with: heavy death ray; twin tesla destructor; armoured bulk.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, DOOM SCYTHE**

FACTION KEYWORDS: **NECRONS**

NIGHT SCYTHE

M	T	SV	W	LD	OC
20+"	9	3+	12	7+	0



Many Necron invasions begin with Night Scythes flitting through a world's void defences. Potent aerial fighters in their own right, Night Scythes also employ invasion beams to generate captive wormholes through which invading infantry can march direct from distant Necron tomb worlds to begin their conquests anew.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin tesla destructor [SUSTAINED HITS 2, TWIN-LINKED]	36"	6	3+	8	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

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.

TRANSPORT

This model has a transport capacity of 1 **NECRONS INFANTRY** unit.

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **Reanimation Protocols**

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.

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**.

UNIT COMPOSITION

- **1 Night Scythe**

This model is equipped with: twin tesla destructor; armoured bulk.

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, TRANSPORT, NIGHT SCYTHE**

FACTION KEYWORDS: **NECRONS**

OBELISK

M	T	SV	W	LD	OC
8"	13	2+	24	7+	8



The Necron Obelisk is a slab-sided war engine designed to ensure air superiority. When enemy aircraft draw near, the Obelisk unleashes a powerful gravitic pulse that races out through the skies over the battlefield and swats the foe's fighters and airborne troops to the ground like luckless insects.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tesla sphere [ANTI-FLY 4+, SUSTAINED HITS 2]	24"	6	3+	7	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	6	4+	8	0	1

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Reanimation Protocols**

Gravitic Pulse: At the start of your opponent's Movement phase, you can select one enemy unit within 18" of and visible to this model. Until the end of the turn, halve the Move characteristic of models in that unit and halve Advance and Charge rolls made for that unit. In addition, if that unit can **FLY**, until the start of your next Movement phase, roll one D6 each time that unit ends any type of move: on a 4+, that unit suffers D3 mortal wounds.

UNIT COMPOSITION

- **1 Obelisk**

This model is equipped with: 4 tesla spheres; armoured bulk.

KEYWORDS: **VEHICLE, TITANIC, FLY, TOWERING, OBELISK**

FACTION KEYWORDS: **NECRONS**

TESSERACT VAULT

M	T	SV	W	LD	OC
8"	12	2+	24	7+	8

4+ INVULNERABLE SAVE



These super-heavy war engines channel the furious might of imprisoned Transcendent C'tan Shards, unleashing one unnatural phenomenon after another upon the foe. Yet should they ever be destroyed and the C'tan inside freed, the god-shard's wrath will be great indeed, and all should fear its rampage.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tesla sphere [SUSTAINED HITS 2]	24"	6	3+	7	0	1

C'TAN POWERS	RANGE	A	BS	S	AP	D
Antimatter meteor [BLAST, DEVASTATING WOUNDS, INDIRECT FIRE]	24"	D6+3	3+	10	-3	3
Cosmic fire [DEVASTATING WOUNDS, IGNORES COVER, TORRENT]	18"	3D6	N/A	6	-2	1
Time's arrow [ANTI-CHARACTER 4+, DEVASTATING WOUNDS, PRECISION]	24"	1	2+	3	-2	6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	6	4+	8	0	1

DAMAGED: 1-8 WOUNDS REMAINING

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and you can only select one of the C'tan Powers weapons in your Shooting phase, instead of two.

ABILITIES

CORE: **Deadly Demise D6+3**

FACTION: **Reanimation Protocols**

Powers of the C'tan: In your Shooting phase, when this model is selected to shoot, first select up to two different C'tan Powers weapons (see left). Until the end of the phase, this model is equipped with those weapons in addition to its other weapons (this model cannot make attacks with any other C'tan Powers weapon you did not select in this way this phase).

UNIT COMPOSITION

- **1 Tesseract Vault**

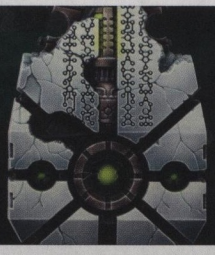
This model is equipped with: 4 tesla spheres; armoured bulk.

KEYWORDS: **Vehicle, Titanic, Fly, Towering, Tesseract Vault**

FACTION KEYWORDS: **Necrons**

CONVERGENCE OF DOMINION

M	T	SV	W	LD	OC
-	9	3+	7	8+	0



Starsteles were placed upon worlds as territorial markers and silent guardians by jealous Necron nobles. Over the millennia they have become forgotten archaeological curios, or feared sources of superstitious rumour about vanishments and strange lights. Now they awaken again as their masters do.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Transdimensional abductor	18"	3	4+	6	-2	3

DEPLOYMENT

When this unit is first set up on the battlefield, its models do not have to be set up in Unit Coherency. Instead, each model must be set up wholly within 12" of one other model from its unit. From that point on, each model in this unit is treated as a separate unit.

UNIT COMPOSITION

- **1-3 Convergence of Dominion Starsteles**

Every model is equipped with: transdimensional abductor.

ABILITIES

FACTION: **Reanimation Protocols**

Reanimation Nodes [Aura]: While a friendly **Necrons Infantry** unit is within 6" of this **Fortification**, models in that unit have the Feel No Pain 6+ ability.

Ancient Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **Fortification**, that model has the Benefit of Cover against that attack.

Fortification: While an enemy unit is only within Engagement Range of one or more **Fortifications** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: **Fortification, Vehicle, Convergence of Dominion**

FACTION KEYWORDS: **Necrons**

MONOLITH

M	T	SV	W	LD	OC
8"	13	2+	22	7+	8



A Monolith is capable of skimming across the battlefield, or even descending from space. It can slaughter foes with its array of potent weapons, heal damage with the living metal of its hull and even teleport Necron reinforcements into battle through its shimmering eternity gate.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Death ray [SUSTAINED HITS D3]	24"	1	3+	12	-4	D6+1
Gauss flux arc [LETHAL HITS, RAPID FIRE 3]	24"	3	3+	6	-1	1
Particle whip [BLAST, DEVASTATING WOUNDS]	24"	3D6	3+	8	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Portal of exile	Melee	6	2+	8	-2	3

WARGEAR OPTIONS

- This model's 4 gauss flux arcs can be replaced with 4 death rays.

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.

ABILITIES

CORE: **Deadly Demise D6, Deep Strike**

FACTION: **Reanimation Protocols**

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 one or more enemy units. That unit cannot declare a charge this turn.

UNIT COMPOSITION

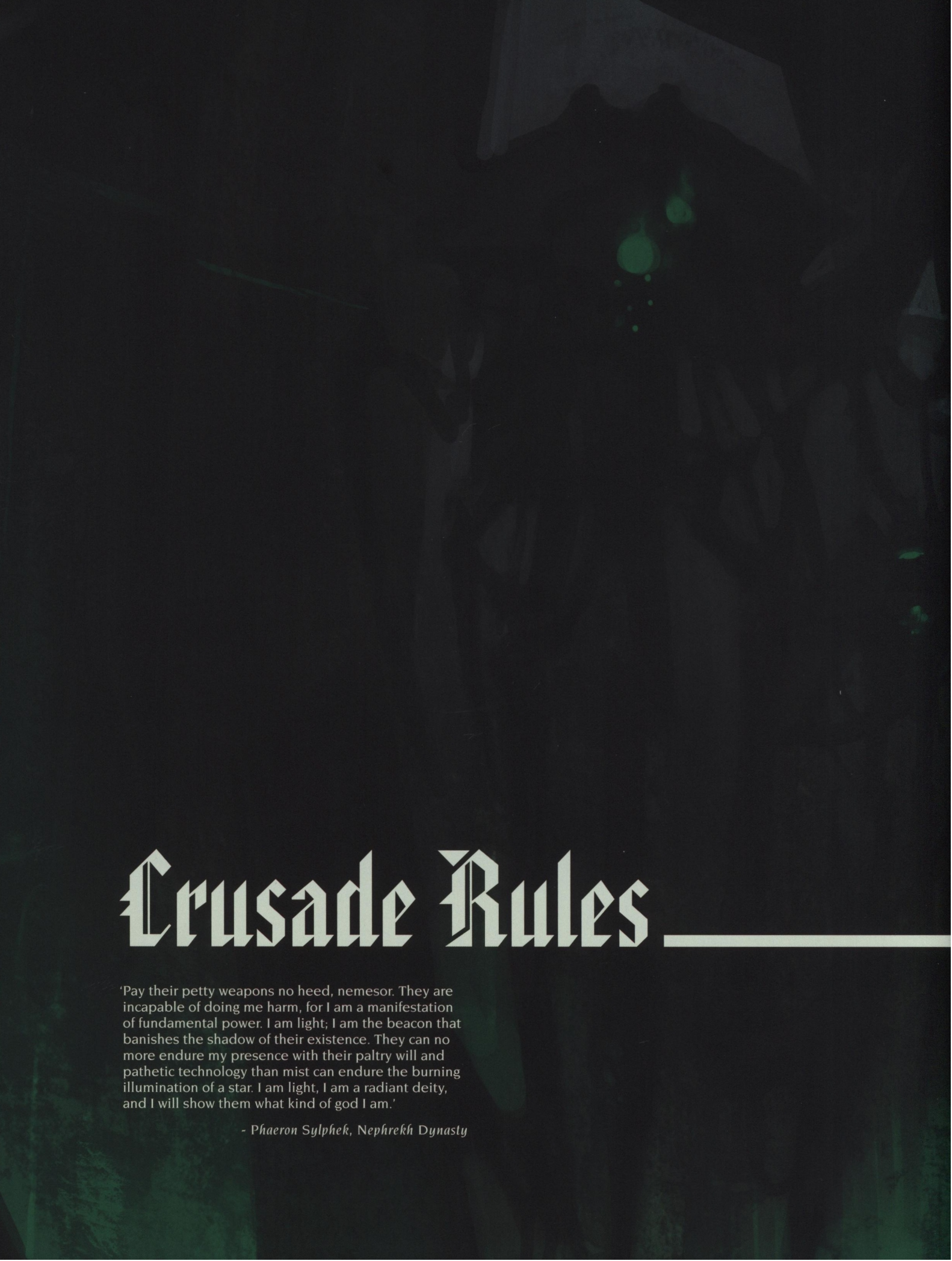
- **1 Monolith**

This model is equipped with: 4 gauss flux arcs; particle whip; portal of exile.

KEYWORDS: **VEHICLE, TITANIC, FLY, TOWERING, MONOLITH**

FACTION KEYWORDS: **NECRONS**





Crusade Rules

'Pay their petty weapons no heed, nemesor. They are incapable of doing me harm, for I am a manifestation of fundamental power. I am light; I am the beacon that banishes the shadow of their existence. They can no more endure my presence with their paltry will and pathetic technology than mist can endure the burning illumination of a star. I am light, I am a radiant deity, and I will show them what kind of god I am.'

- Phaeron Sylphek, Nephrekh Dynasty



INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to NECRONS units.

'It is through the cosmic hyper-fortresses of our coreworlds, the unbending will of endurance and my repulsion for all that the galaxy has let fester since our dominion that I have survived. I will not let such manifest destiny go to waste. Fate allowed these lessers to multiply; I will correct the equation.'

- Overlord Xefet, Nihilakh Dynasty

This section contains the following rules:

AWAKENING A TOMB WORLD
As a tomb world is reawakened, its Systems come online by the order of the Necron royalty, giving them access to new abilities.

AGENDAS
NECRONS armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

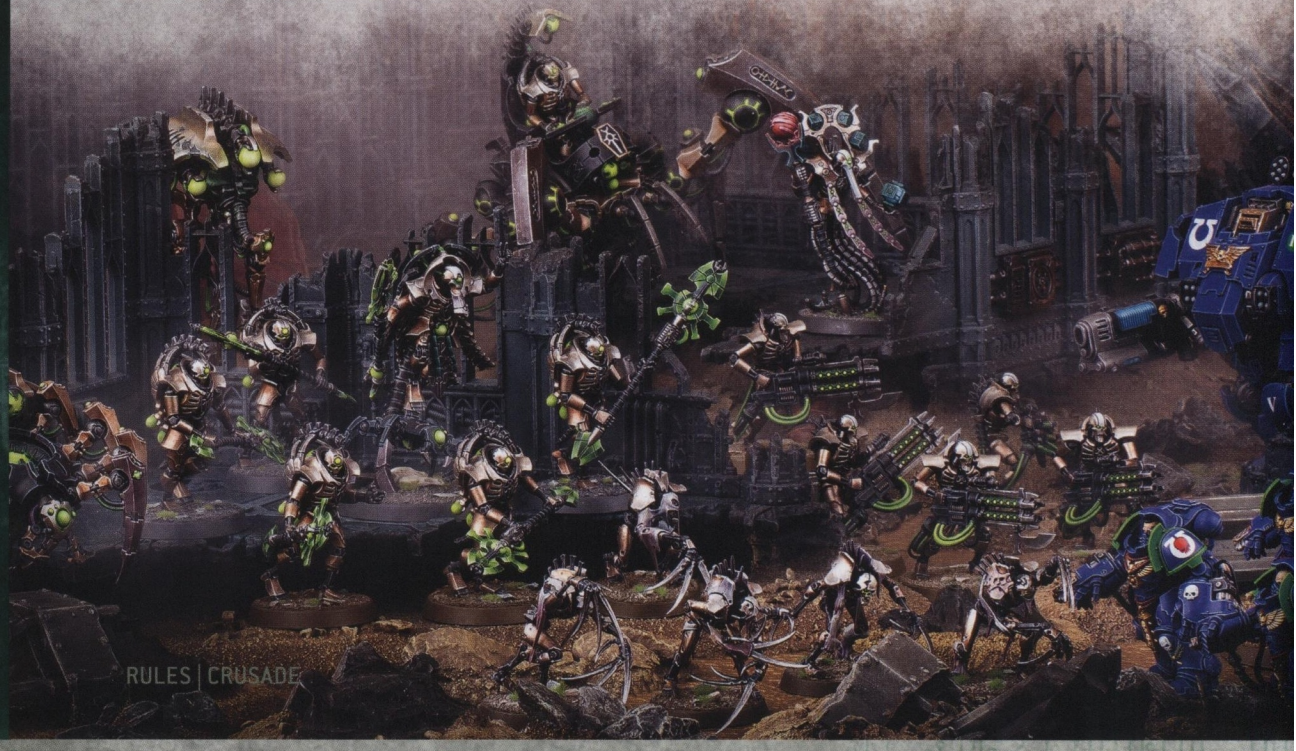
REQUISITIONS
NECRONS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS
As they gain experience and prowess, **NECRONS** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

BATTLE SCARS
Themed to the unique nature of **NECRONS**, these Battle Scars represent long-lasting effects units from your Crusade force may come to carry.

CRUSADE RELICS
In addition to the Crusade Relics in other publications, **NECRONS CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES
Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



AWAKENING A TOMB WORLD

A Necron tomb world's awakening is a multi-stage process, with each System being responsible for different aspects of mobilising the dynasty's forces. To represent this process, your Crusade force will be able to utilise the Systems of the tomb world awakening and direct power to each System as befitting their mission. Upon distributing all available power, your Crusade force will receive special bonuses known as Master System abilities based on how the power has been distributed.

AWAKENING POINTS

Awakening points are a limited resource that a **NECRONS** Crusade force can use to empower its three Systems. Your Crusade force starts with 3 Awakening points to distribute across each System, with each System having three possible bonuses to choose from. By completing Awakening Agendas, you can distribute all three Awakening points as you see fit, but your total distribution spread will dictate which Master System abilities you have access to once all three have been allocated.

SYSTEM BONUSES

Each System has three bonuses to choose from which offer your Crusade army additional benefits in battles. To gain access to a System bonus, you must allocate an Awakening point to it by completing the relevant Awakening Agenda for its System.

AWAKENING AGENDAS

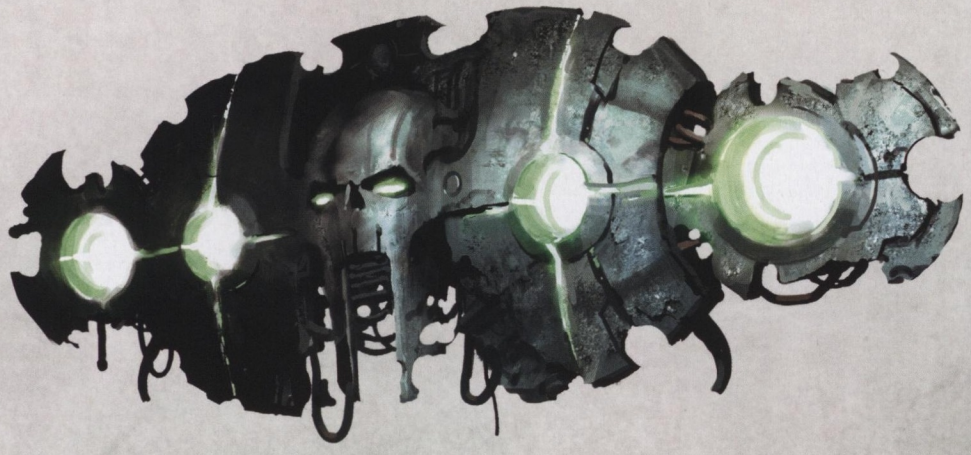
To allocate an Awakening point, you must successfully complete the Awakening Agenda for that System. An Awakening Agenda can be selected as one of your two Agendas instead of one from another source. Once you have done so, select a bonus in that System that you want to activate and allocate an Awakening point to it.

MASTER SYSTEMS

When all three of your Awakening points have been allocated to System bonuses, you gain access to Master System abilities. For instance, if you have chosen to allocate Awakening points to System bonuses in the Translocation and Reanimation Systems, you have access to each of those Master System abilities.

During a battle, you can choose to use one Master System ability, granting a bonus for use during that battle. If you do, you must immediately roll one D3 and remove that many Awakening points from your Systems, starting with a System bonus in the same System as that Master System ability. This results in your Crusade army immediately losing access to those System bonuses, whether or not you have used them yet.

The Awakening points removed can be reallocated via the completion of Awakening Agendas once again as you see fit, representing the changing needs of the dynasty as it conquers the galaxy. As noted, a Master System ability can only be used when all three of your Awakening points have been allocated.



COMMAND SYSTEM

The invigoration of a tomb world's command systems reinforces the neural dominion of the world's awakening android warriors to their immortal masters. As more of the command systems are awoken, as more Necrons rise from the torpor of their stasis crypts, the tomb's ancient nobility – or their favoured legates – exercise an authority that is as ingrained in their servants' psyche as it is hardwired into their cogitational processes.

AWAKENING AGENDA

SUBJUGATION DECREE

To master the fate of others is a heady tonic to those whose existences are forged to rule. There are few more potent expressions of control than the breaking of other beings.

Each time your **WARLORD**'s unit destroys an enemy unit, your **WARLORD** gains 1XP. If your **WARLORD** gains 3XP or more in a battle as a result of this Agenda, you can select a Command System bonus to activate and must allocate 1 Awakening point to do so.

Choose one of the following System bonuses to activate:

1. HARMONISED DYNASTIC HYPERDERMIS

At the start of the battle, select one **CHARACTER** unit and add 1 to the Toughness characteristic of models in that unit until the end of the battle.

2. SERVILE PRESERVATION PROTOCOLS

At the start of the battle, select one **CHARACTER** unit. Each time a Bodyguard model in that unit is destroyed by a melee attack, if that model has not fought that phase, roll one D6: on a 3+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

3. REMASTERED DEFICIENCY

Once per battle round, you can target a **NECRONS CHARACTER** unit from your army with the Command Re-roll Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

COMMAND MASTER SYSTEM ABILITY

DIRECTIVE OVERRIDE

If you have access to this Master System ability, you can use it in one of the following ways:

Once per battle, at the start of your Command phase, you can use this ability. If you do, until the end of the phase, you can re-roll Battle-shock tests taken for **NECRONS** units from your Crusade army.

OR

Once per battle, at the start of your Command phase, you can use this ability. If you do, until the end of the phase, add 1 to the Objective Control characteristic of **NECRONS** units from your Crusade army.

REANIMATION SYSTEM

The semi-sentient substance comprising the bodies of the tomb world's guardians can be augmented or accelerated with ghostly signals that flicker across dimensions between the tomb world and whatever distant war zone has claimed its fallen people. Once empowered, the tomb's reanimation systems can cause the living metal to enter new and horrific states of spasming unlife that drag the Necrons back from extinction's edge time and again.

AWAKENING AGENDA

IMMORTAL SERVITUDE

Prestige among the wider dynasty is measured not only in the tomb world's conquests but in the ceaseless return of its eternal crusaders to their rightful place amongst the phalanxes at war.

Keep a note of each wound recovered as a result of your Crusade army's Reanimation Protocols ability. For every 12 wounds recovered, your **WARLORD** gains 1XP (to a maximum of 3XP). If you recover 12 or more wounds, you can select a Reanimation System to activate and must allocate 1 Awakening point to do so.

Choose one of the following System bonuses to activate:

1. RAPID REANIMATION

Once per battle round, you can re-roll the roll for one unit in your Crusade army's Reanimation Protocols ability.

2. RESURRECTION FLUX

While a unit is Below Half-strength, add 1 to the result of that unit's Reanimation Protocols roll.

3. ANASTASIC CONTINGENCY

Once per battle, after an enemy unit has caused a unit from your Crusade army to go below its Starting Strength, that unit can use its Reanimation Protocols ability.

REANIMATION MASTER SYSTEM ABILITY

CONTRA-MORTIS PROTOCOL

If you have access to this Master System ability, you can use it in one of the following ways:

Once per battle, when a **NECRONS** unit uses its Reanimation Protocols ability, you can use this ability. If you do, that **NECRONS** unit can immediately use its Reanimation Protocols ability a second time.

OR

Once per battle, at the start of your Command phase, you can use this ability. If you do, until the end of the phase, each time a **NECRONS** unit from your Crusade army uses its Reanimation Protocols ability, add 1 to the result.

DYNASTIC AWAKENING SYSTEMS

TRANSLOCATION SYSTEM

The Necrons' hyperscience enables their legions to conquer territories far from their tomb world, its warriors' shambling gait belying a horrifying manoeuvrability. By activating additional translocation systems within the tomb's insane architecture, dimensional corridors, dolmen gates and eldritch portals – gateways unused for millions of years – are unsealed, opening uncanny pathways that echo once more with the footfalls of advancing doom.

AWAKENING AGENDA

RELENTLESS EXPANSION

Possessing an overriding martial mindset, a desire to purge or conquer the galaxy, the tomb world's legions are on the march, driven to seize every prize their masters deem of worth.

At the end of the battle, you can select up to three **NECRONS** units from your Crusade army (excluding **AIRCRAFT**) that are wholly within 6" of your opponent's battlefield edge. If your opponent does not have a battlefield edge in the mission being played, you can select up to three such units that are wholly within your opponent's deployment zone instead. Each of those units gains 3XP. If three or more units gain XP as a result of this Agenda, you may select a Translocation System to activate and must allocate 1 Awakening point to do so.

Choose one of the following System bonuses to activate:

1. ASTROMANTIC PERCEPTION PORTAL

Once per turn, select one **NECRONS** unit that was set up on the battlefield using the Deep Strike ability this turn. Until the end of the turn, each time a model in that unit makes an attack, you can re-roll the Hit roll.

2. DIMENSIONAL CATACOMBS

Before the start of the battle, select up to three **NECRONS INFANTRY** units from your Crusade army. Those units have the Scouts 6" ability, and while using that ability, they can **FLY**.

3. TRANSTEMPORAL ACCELERATION

Once per battle, in your Command phase, select one **NECRONS** unit from your Crusade army. Until the end of the turn, add 2 to Advance and Charge rolls made for that unit.

TRANSLOCATION MASTER SYSTEM ABILITY

SPECTRAL RELOCATION

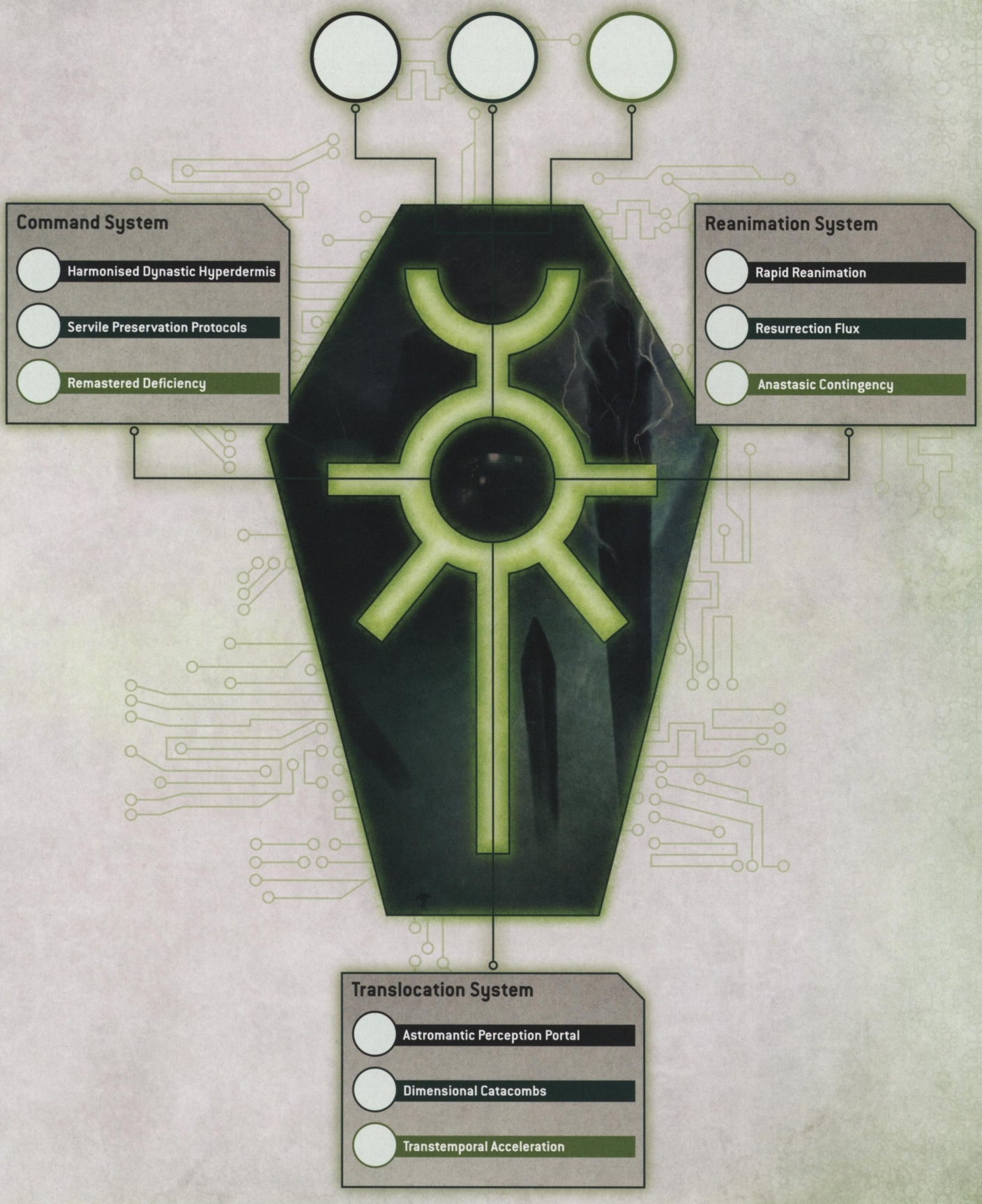
If you have access to this Master System ability, you can use it in one of the following ways:

Once per battle, at the end of your Movement phase, select one **NECRONS INFANTRY** unit from your Crusade army and remove it from the battlefield and place it into Reserves. You can select another **NECRONS INFANTRY** unit from your Crusade army that is in Reserves and set it up as close as possible to where the previous unit was and not within Engagement Range of any enemy units. Until the end of the battle, the unit placed into Reserves has the Deep Strike ability if it did not already have it.

OR

Once per battle, after both players have deployed their armies and determined who has the first turn, you can select up to three **NECRONS INFANTRY** units from your Crusade army and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

AWAKENING POINTS REMAINING



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AGENDAS

If your Crusade army includes any NECRONS units, you can select Agendas from those presented here.

THE UNENDING TALLY

Destroyers care only for the murder of organic life – their obsession is monomaniacal, their tally of the slain ever growing and their joyless appetite never sated.

Each time a **DESTROYER CULTS** unit from your Crusade army destroys two or more enemy units in a battle round, it gains 2XP.

SUPREMACY THROUGH ANNIHILATION

To the Necrons it is not enough to simply defeat their enemies. They must prove their superiority by completely obliterating them with contemptuous ease. How else, after all, are the lesser species to be truly put in their place?

At the start of the battle, select up to three units from your opponent's Crusade army that have the highest points value (when doing so, treat Bodyguard and Leader units as separate selections). These are your Crusade army's Annihilation targets. Each time a unit from your Crusade army destroys an Annihilation target, it gains 2XP.

TERRITORIAL IMPERATIVE

During the Great Sleep, the Necrons' once-sprawling territories were steadily eroded, conquered and parcelled up by other beings. Now that they are rising once more, the dynasties are loath to lose any more ground.

Each time a **NECRONS** unit from your Crusade army destroys an enemy unit that started the turn within range of an objective marker, that **NECRONS** unit gains 1XP.

In addition, at the start of your Shooting phase, you can select one **NECRONS INFANTRY** unit within range of an objective marker outside your deployment zone from your Crusade army that is not Battle-shocked and is eligible to shoot. The selected unit can conquer that objective marker, and until the end of your turn that unit is not eligible to shoot or declare a charge. Each objective marker can only be conquered once per battle, and the unit that conquers it gains 2XP.

INESCAPABLE RETRIBUTION

As though it were not enough of an insult that the creeping thieves of the lesser species defiled the dynastic tombs with their intrusion, they also stole precious artefacts whose true worth they cannot comprehend. These must be recovered, even if the quest should take a thousand years.

At the start of the battle, your opponent must select one objective marker in No Man's Land that represents Dynastic Treasure.

At the end of your Movement phase, one **NECRONS CHARACTER** unit from your Crusade army (excluding Battle-shocked units) that is eligible to shoot and is within range of that objective marker can attempt to reclaim this treasure. If attempted, that unit cannot shoot or declare a charge until your next turn. If this unit is within range of that objective marker at the start of your next Command phase, the treasure is reclaimed and that objective marker is removed from the battlefield.

The **CHARACTER** model that successfully reclaimed the treasure gains 4XP. After the battle, that **CHARACTER** can exchange one Crusade Relic it possesses with a **NECRONS** Crusade Relic it is eligible for.



REQUISITIONS

If your Crusade army includes any NECRONS units, you can spend Requisition points (RPs) on any of the following Requisitions.

VIRAL VECTORS 1RP

Exactly how the dreaded Flayer virus spreads is beyond the grasp of the most knowledgeable Cryptek. Some have attempted to rationalise it as a physical pathogen, info-virus or energistic flaw, yet none truly understand this almost supernatural curse or why it is that entire groups of Necrons can fall victim to it.

When a **NECRONS BATTLELINE** unit would gain a Battle Scar, you can instead remove it from your Order of Battle and add a **FLAYED ONES** unit in its place. The newly added unit gains the same XP and number of Battle Honours as the replaced unit, but all of its Battle Honours must be generated randomly from a relevant table.

CUNNING ADVISORS 1RP

The greater a Necron noble's reputation, the more cunning and accomplished are the Crypteks who seek them out and offer them service.

Purchase this Requisition immediately after a battle in which a **CRYPTEK** unit from your Crusade army destroyed one or more enemy units and your Crusade army contained one or more **NOBLE** units. You can select that **CRYPTEK** unit to be Marked for Greatness in addition to any other unit that was Marked for Greatness as a result of that battle.

THE SLOW DECAY OF THE SELF 1RP

Many afflicted with the Destroyer curse have awoken from the Great Sleep that way, yet more frightening is for the nihilistic madness to find purchase within the personality engrams of formerly stable Necrons. Their ambition and psyche atrophies until all that remains is the cold-hearted desire for annihilation.

Purchase this Requisition when a **NOBLE** model would gain a third Battle Scar. Instead of gaining a third Battle Scar, that unit instead gains the **DESTROYER CULT** keyword and loses all of its Battle Scars. In addition, it loses the Leader ability and gains the Lone Operative ability, as well as the ability below:

Destroyer Madness: Each time this model makes an attack, you can re-roll the Hit roll.

POWER RESERVES REALLOCATED 1RP

By manipulating the hypercircuits of the tomb world's esoteric sub-systems, some can be returned to quiescent dormancy as others shudder into semi-sentient activation.

Purchase this Requisition before a battle. For that battle, you can choose an Awakening Agenda even if you do not have any Awakening points unallocated. If you complete that Awakening Agenda, after the battle, you can remove the Awakening point from a System bonus and reallocate it using that Agenda.



BATTLE TRAITS

When a **NECRONS** unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

NECRONS CHARACTER UNITS — D6

AUTOCRATIC AVARICE

With a possessiveness born of arrogance, this most determined ancient seizes what they desire through sheer will.

At the start of the battle, select one objective marker in No Man's Land. While this model is within range of that objective marker, change its Objective Control characteristic to 4.

MARTIAL APOTHEOSIS

The passing aeons provide ample opportunity to improve one's bladesmanship when mortality is but a dim memory.

Each time this model makes an attack, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

ENDLESS LEGIONS

As more systems awake upon this Necron's tomb world, greater legions become theirs to command.

At the end of the battle, If this model is part of your Crusade army and it gained 3 or more XP (excluding XP gained from Marked for Greatness), you gain 1RP.

INFANTRY UNITS — D6

Excluding **CHARACTER** units

THE WILL TO SERVE

These combatants have developed a truly indomitable will, rapidly recovering from even the most catastrophic damage in their determination to serve their masters.

Out of Action tests taken for this unit are automatically passed.

ENGRAMMATIC IMPRINTING

The soldiers in this unit are receptive to the desires and commands of their betters even at great distances.

While this unit is within 6" of one or more **CHARACTER** models from your Crusade army, each time a model in this unit makes an attack, re-roll a Hit roll of 1.

UNDYING REVENANTS

These Necrons rise again and again despite the most grievous injuries, resolutely refusing to succumb to their wounds.

Each time you make a Reanimation Protocols roll for this unit, add 1 to the result.



VEHICLE AND MOUNTED UNITS — D6

Excluding **CANOPTEK** units

HYPERGRAV FIELD MANIPULATION

Gravitic repulsion fields can be enfolded via enhanced protocols so as to accelerate the mechanisms that will ensure the foes' doom.

Add 2" to the Move characteristic of models in this unit.

SPECTRAL DISASSEMBLY TARGETERS

With prismatic arrays that can force temporary wormholes through intervening defences, no foe is safe from this machine's weapons.

Ranged weapons equipped by models in this unit have the **[IGNORES COVER]** ability.

SUBDUAL PROTOCOLS

When heavily damaged or suppressed, Necron war machines can exert a carrier wave of atavistic intimidation with which to exert their master's will.

While this unit is Battle-shocked, halve the Objective Control characteristic of models in this unit instead of changing it to 0.

CANOPTEK UNITS — D6

GUARDIAN CONSTRUCTS

These constructs exhibit hyperdeveloped protective subroutines, engaging extermination protocols to defend their Cryptek masters.

While a friendly **CRYPTEK** unit is on the battlefield, each time a model in this unit makes a melee attack, re-roll a Wound roll of 1.

OPTIMISED AGGRESSORS

Their duties as tomb guardians discharged, these Canoptek constructs have adapted to focus on speed and aggression.

You can re-roll Advance and Charge rolls made for this unit.

SELF-REPLICATOR NODES

Augmented with advanced matter-replication capabilities, these Canoptek constructs can swiftly repair themselves in battle.

Once per turn, one unit from your Crusade army with this Battle Trait can change the result of its Reanimation Protocols roll to 3.

THE AWAKENING OF K'HABESH

To the galactic west are the exclaves of the Tethshep Dynasty, lying between the realms of powerful rivals. The Tethshep worlds awoke from the Great Sleep in disjointed fashion. Within the subterranean Necron complexes of K'habesh, a coreworld of the dynasty, the tomb's master programme initiated the revivification protocols of a series of stasis-crypts. During the tomb world's dormancy, an Imperial colony had grown on the planet's surface, and so the first battles the Necrons of K'habesh fought upon awakening were coordinated by the master programme and Crypteks who directed Canoptek Courts to purge the Human settlers. None were left alive. Droning swarms of Canoptek Scarabs were set to work reducing the Human colonies and their defenders' corpses to an atomic slurry that would feed the growing needs of K'habesh.

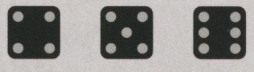
The Crypteks of K'habesh fed power into more of the tomb world's systems as the master programme ceded authority one node at a time. They revived more Necrons – quarantining those with dangerous neural flaws – including some of the Tethshep nobility emerged. At their command, warships were unlocked from hyperspatial dimensions in orbit, where they had remained hidden for millions of years. With these, and armies of android soldiery, the nobles raided nearby systems. It was upon some of their planets that the armies of K'habesh encountered the Tyranids.

What the Imperium called the Fourth Tyrannic War posed a great threat to K'habesh. Unable as yet to contact other outposts of the Tethshep Dynasty, the tomb world was alone. The Tyranids' devouring of biomass as well as minerals and metals ate into resources the Necrons saw as theirs. Such were the coreworld's assets at this stage, only the smallest bio-fleets could be attacked with expectations of success. Thus were new strategic systems empowered, leading to the awakening of K'habesh's noble regent: Mefkenet, Numinarch of Divine Right.

BATTLE SCARS

When a **NECRONS** unit gains a Battle Scar, you can use one of the tables presented here to determine which Battle Scar that unit has gained.

If you wish to randomly determine which Battle Scar your unit has gained, roll one D6 and consult the table below:

BATTLE SCARS	D6
	Generate a Battle Scar from this book (see right). If your unit already has the relevant Battle Scar from this book, generate a Battle Scar from the main Crusade rules instead.
	Generate a Battle Scar from the main Crusade rules.

NOBLE UNITS

CREEPING MADNESS

This noble's sanity is unravelling one engram at a time, lending them a savage vitality, but rendering their capacity to issue rational commands non-existent.

- Add 1 to the Strength and Attacks characteristics of melee weapons equipped by this unit.
- This unit has the Lone Operative ability and loses the Leader ability.

DESTROYER CULT UNITS

MINDLESS REAPER

Whatever dregs of personality or intellect this being possessed are draining away, replaced by their mechanistic obsession with endless slaughter.

- Each time a model in this unit makes an attack, you can re-roll the Hit roll.
- Worsen the Leadership and Objective Control characteristics of this unit by 1.



NECRONS UNITS

Excluding **C'TAN SHARD** units

ENGRAMMATIC DEGRADATION

So damaged has this unit been that their core personality engrams have become scrambled.

- Each time you target this unit with a Stratagem, reduce that Stratagem's cost by 1CP for that usage.
- This unit cannot Fall Back or Advance.

CANOPTEK UNITS

DEPLETED TRANSMATERIAL RESERVES

These constructs are running on exhausted power supplies, leaving them nothing in reserve to effect self-repair during battle.

- Add 1 to the Attacks characteristic of melee weapons equipped by models in this unit.
- This unit cannot use its Reanimation Protocols ability.



HYPERMATERIAL DIVERSITY

The living metal form of a Necron is a marvel of ancient science. It can bear myriad colours, textures and markings, and the Necrons of two dynasties are seldom aesthetically alike. The appearance of a dynasty's warriors forms part of its traditional heraldry and is ultimately a reflection of its phaeron. As such, this highest noble can demand its alteration should the mood take them. Elite legions within a dynasty, as well as autonomous or mercenary groups may be further distinguished in appearance beyond their original dynastic panoply.

Some Necrons appear forged from burnished metal, untarnished by age. Their bodies can mirror silvered steel, shimmering bronze or ruddy sanguinite, or resemble stranger sheens. There is the blinding molten glare of the Nephrekh nobility's metagold bodies and the eerie swirl of greens and blues of the Vhorsorka, as of malachite viewed through shifting swamp water. Necrons of other lineages look like they have been cast from ceramics or stone, some reflecting ancient statuary or chiselled marble, such as the jade-skinned Deathmarks known as the Breath of Silence. Phalanxes appearing to be forged of smoked glass or shards of ice exist, as do others that look to be mantled in glitching frescoes of holographic light, in polished bone or in the pallid skin of drowned mortals, hinting at the strange technologies used to create them.

Not all heraldries survived the Great Sleep perfectly. There are dynasties whose metallic sheen has rusted and cracked. Ceramic-like surfaces may be pitted, stained with strange contaminants built up over millions of years or imparted to the dynasty through some curse in the last years of the War in Heaven. Over these surfaces, sigils still proudly proclaim the warriors' allegiance. Simplistic glyphs upon a soldier's head or shoulders may mark their position, while the nobles' prized war engines are typically honoured with far more complex glyphs of ownership.

THE CONQUESTS OF K'HABESH

With Regent Mefkenet directing the legions of K'habesh, the tomb world's conquests expanded to new stellar horizons. Mefkenet, and other nobles hoping to advance under his patronage, led gleaming armies to confront the Tyranid swarms on several key worlds. Mefkenet's hypercogitation enabled him to select those battlefields the tomb world's forces could be efficiently deployed to, rather than waste them on too many fronts at once.

On K'habesh, the Crypteks opened sealed caches to access war engines and weapons from long-dead aeons. They infused somnolent subroutines with power, activating protocols that invigorated the K'habesh legions fighting on distant worlds. The great dolmen gate known as Akhentesha's Iris was reactivated, in hopes of reaching another of the Tethshep coreworlds. When the gate opened a passage through the ghostly webway to the planet Ikzantor, Lady Kythok led an honour guard to formally contact its nobles. She found Ikzantor submerged beneath the chitin and talons of a Tyranid swarm. Overwhelmed by the Tyranids' numbers it was all the indignant Kythok could do to orchestrate a withdrawal back to K'habesh. Before the dolmen gate could be sealed numerous broods of aliens had swarmed through. Fighting continued for days amidst the labyrinths of the tomb world before Kythok culled the beasts.

On Amon'kar, Regent Mefkenet confronted an oathband of the Urani-Surtr Regulates, his Obeisance Phalanx demolishing the Kin to deny their theft of Amon'kar's mineral wealth. On Vordesh, Overlord Sheptokh discovered his goal already contested between Imperial defenders and a tide of dark fanatics spilling from an orbiting Ark of Omen. He pulled his armies back, letting the enemy forces grind each other down on the moon's surface even as Sheptokh's Annihilation Legion boarded the Ark itself. With his foes weakened, Sheptokh led a massed strike against both, wielding the Sceptre of Pashk'a - an heirloom of the Tethshep - to underline the dynasty's victory.

CRUSADE RELICS

When a **NECRONS CHARACTER** model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELIC

GODPYRE MANTLE

Ever burning, this robe-like skein is a remnant of necrodermis – a material that once caged a C'tan Shard. The haze of its smoky particles, each tinged with a micro-echo of their once-prisoner's insanity, can obfuscate biological senses and technological augurs that rely on rationality and logic.

Models in the bearer's unit have the Stealth ability.

ANTIQUITY RELICS

TACHYON FIELD PHASE INDUCER

A dangerous weapons technology, this device generates a tachyon energy field around its bearer's blade, resulting in their every blow striking faster than light and discharging tremendous destructive energy into their victims. Should the bearer be slain, the field rapidly overloads and detonates in a blinding flash of lethal power.

The bearer has the Deadly Demise D3 ability. In addition, select one of the bearer's melee weapons; add 2 to the Strength and Attacks characteristics of that weapon, and that weapon has the **[LETHAL HITS]** ability.

ORB OF ETERNITY

For millennia, the Orb of Eternity rested in a primitive fane on the world of Ormandus, where the indigenous populace marvelled at its ability to repair their technologies. Ever since this state of affairs was righted by a host of Triarch Praetorians, the Orb has been imparted as a boon to those deemed worthy of such power.

While the bearer is leading a unit, each time that unit's Reanimation Protocols activate, it reanimates 3 wounds instead of D3 wounds.

LEGENDARY RELIC

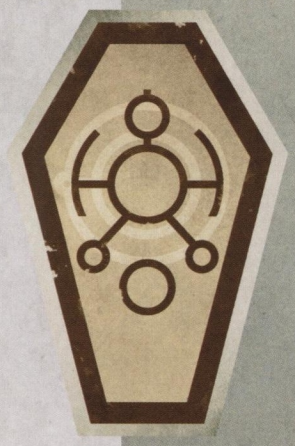
CASKET OF HESHKEFNET

Heshkefnet's name endures where her dynasty is long forgotten. The phaeron's tyrannic will haunts the blackstone engrams in this small artefact, an imprint which can be invoked to reinforce the most imperious demand for eradication.

Once per battle, at the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, each time a model from your Crusade army makes an attack that targets that enemy unit, you can re-roll the Hit roll.

CRUSADE BADGES

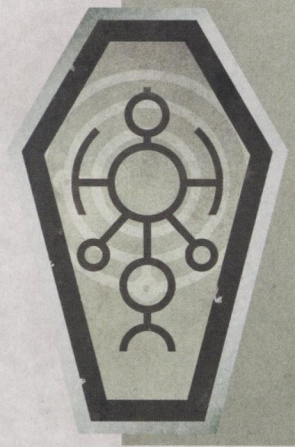
When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



AWAKENED TOMB

You have reached out your enduring will from the cold and sterile heart of your tomb world and reasserted your right to the stars. At your command, awakened legions march to reclaim the tomb world's territory where it lies scattered, ruined or invaded. With every harrowing purge and each ruthless repossession, the remnants of your realm are remade and revived to regal superiority. With every victory is this new age revealed: the opportunities for expansion and prestige; the verminous species to be crushed. The galaxy has changed much, but conquest is an eternal concept. The galaxy will learn once more to fear your dominion.

- You have used a Master System ability once.
- You have won at least two battles.



CONQUERING TOMB

The ancient stasis-crypts and darkened cities of your tomb world actuate with increasing frequency. Your dynastic legions enlarge day by day, fresh phalanxes of metallic soldiery awoken to serve your ambitions. Pulses of esoteric energy surge through newly activated systems that empower greater campaigns of conquest. None can resist your inexorable rise, not savage hordes, nor youthful and naïve empires, nor dishonourable thieves and assassins. All will cower in obeisance, or be cast into oblivion.

- You have used a Master System ability three or more times.
- At least one **CHARACTER** from your Order of Battle has reached the Heroic rank.
- You have won at least six battles.



SUBJUGATING TOMB

Your dominion has moved far beyond the reclamation of lost power as your legions seize new worlds and entire planetary systems. Your nobles and Crypteks lead armies on unending campaigns of systematic conquest, eradication and enslavement, and your tomb world stands as a linchpin of the wider dynasty's expansion. The stars themselves will be shackled to your will as you eclipse your dynastic rivals in an immortal reign of subjugation!

- You have used a Master System ability ten or more times.
- At least one **CHARACTER** from your Order of Battle has reached the Legendary rank.
- You have won at least ten battles.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Annihilation Barge
1 model ..... 115 pts

C'tan Shard of the Deceiver
1 model ..... 265 pts

C'tan Shard of the Nightbringer
1 model ..... 255 pts

C'tan Shard of the Void Dragon
1 model ..... 270 pts

Canoptek Doomstalker
1 model ..... 125 pts

Canoptek Reanimator
1 model ..... 75 pts

Canoptek Scarab Swarms
3 model ..... 40 pts
6 models ..... 80 pts

Canoptek Spyders
1 model ..... 75 pts
2 models ..... 150 pts

Canoptek Wraiths
3 model ..... 110 pts
6 model ..... 220 pts

Catacomb Command Barge
1 model ..... 155 pts

Chronomancer
1 model ..... 50 pts

Convergence of Dominion
1 model ..... 60 pts
2 models ..... 120 pts
3 models ..... 180 pts

Cryptothralls
2 models ..... 40 pts

Deathmarks
5 models ..... 65 pts
10 models ..... 130 pts

Doom Scythe
1 model ..... 230 pts

Doomsday Ark
1 model ..... 185 pts

Flayed Ones
5 models ..... 70 pts
10 models ..... 140 pts

Ghost Ark
1 model ..... 125 pts

Hexmark Destroyer
1 model ..... 70 pts

Illuminor Szeras
1 model ..... 210 pts

Immortals
5 models ..... 70 pts
10 models ..... 140 pts

Imotekh the Stormlord
1 model ..... 110 pts

Lokhust Destroyers
1 model ..... 35 pts
2 models ..... 70 pts
3 models ..... 100 pts
6 models ..... 200 pts

Lokhust Heavy Destroyers
1 model ..... 45 pts
2 models ..... 90 pts
3 models ..... 135 pts

Lokhust Lord
1 model ..... 90 pts

Lychguard
5 models ..... 95 pts
10 models ..... 190 pts

Monolith
1 model ..... 400 pts

Necron Warriors
10 models ..... 100 pts
20 models ..... 200 pts

Night Scythe
1 model ..... 145 pts

Obelisk
1 model ..... 350 pts

Ophydian Destroyers
3 models ..... 110 pts
6 models ..... 220 pts

Orikan the Diviner
1 model ..... 80 pts

Overlord
1 model ..... 85 pts

Overlord with Translocation Shroud
1 model ..... 85 pts

Plasmancer
1 model ..... 55 pts

Psychomancer
1 model ..... 55 pts

Royal Warden
1 model ..... 45 pts

Skorpekh Destroyers
3 models ..... 120 pts
6 models ..... 240 pts

Skorpekh Lord
1 model ..... 115 pts

Technomancer
1 model ..... 60 pts

Tesseract Vault
1 model ..... 475 pts

The Silent King
3 models ..... 480 pts

Tomb Blades
3 models ..... 75 pts
6 models ..... 150 pts

Transcendent C'tan
1 model ..... 275 pts

Trazyn the Infinite
1 model ..... 75 pts

Triarch Praetorians
5 models ..... 140 pts
10 models ..... 280 pts

Triarch Stalker
1 model ..... 160 pts



In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. Scan this QR code to see the latest points values for your army.

DETACHMENT ENHANCEMENTS

Annihilation Legion

Eldritch Nightmare	15 pts
Eternal Madness	25 pts
Ingrained Superiority	10 pts
Soulless Reaper	20 pts

Awakened Dynasty

Enaegic Dermal Bond	15 pts
Nether-realm Casket	20 pts
Phasal Subjugator	35 pts
Veil of Darkness	20 pts

Canoptek Court

Autodivinator	15 pts
Dimensional Sanctum	20 pts
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NECRONS NAME GENERATOR

If you wish to create a name for one of your Necrons, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

BEQUEATHED NAME	D66
Ankhep	11
Tamonhak	12
Eknotath	13
Khotek	14
Thanatar	15
Amhut	16
Karok	21
Zan-Tep	22
Unakh	23
Khophec	24
Tzantath	25
Tahar	26
Imonekh	31
Trazat	32
Xeoptar	33
Hamane	34
Obere	35
Banatur	36
Ahmno	41
Kophesh	42
Teznet	43
Odakhar	44
Kythok	45
Eknothe	46
Anubitar	51
Anokh	52
Thotep	53
Anhutek	54
Ikhatar	55
Thotmek	56
Ramatek	61
Homanat	62
Taknophet	63
Makhret	64
Thekryst	65
Zanatek	66

MAGNIFICENT TITLE	D66
the Unliving	11
the Gilded	12
the Great	13
the Exalted	14
the Loyal	15
the Cruel	16
the Storm's Eye	21
the Bloodied	22
the Mighty	23
the Relentless	24
the Unforgiving	25
the Merciless	26
the Glorious	31
the Devoted	32
the Victorious	33
the Destroyer	34
the Shrouded	35
the Flenser	36
the Unstoppable	41
the Beheader	42
the Impaler	43
the Magnificent	44
the Illuminated	45
the Executioner	46
the Phaeron's Hand	51
of the Eternal Gaze	52
the Gatekeeper	53
the All-seeing	54
the All-knowing	55
the Starwalker	56
the Starkiller	61
the Lifetaker	62
the Godbreaker	63
the Torchbearer	64
the Stormbringer	65
the Colossus	66







The Necrons are a deathless species of alien androids. In ages past they dominated the galaxy before entering a self-imposed slumber in their hidden tomb complexes. After millions of years, they are rising up to march in conquest once more. Clad in self-repairing bodies of living metal and wielding weapons that harness the energies of the cosmos, the Necrons are a terrifying enemy. They are without fear or mercy, soulless mechanoids who advance in eerie lockstep and lay down withering storms of fire. The hyperresilient Necron soldiery are supported by murderous specialists, techno-sorcerous war machines, mindless constructs and shards of shattered star gods. They are led to war by undying nobles with sinister wills of iron, driven by the absolute conviction that they are the rightful rulers of the galaxy. Their long sleep has ravaged the sanity of many Necrons. Yet their madness only makes them an even greater and more terrible threat.

INSIDE YOU WILL FIND:

- The aeons-spanning history of the Necron dynasties, along with the hideous bargain that rendered them into soulless androids and the horror their cursed legions continue to unleash on the galaxy.
- All the rules you will need to assemble your collection of Necrons Citadel miniatures into an all-conquering tabletop army ready to engage in Combat Patrol, Crusade or Matched Play games of Warhammer 40,000.
- A haunting showcase of expertly painted Citadel miniatures that displays the Necron army in all its sinister panoply and crumbling grandeur, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

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