

KILL TEAM NECRONS

CODEX: NECRONS

This team list uses the special rules and wargear found in Codex: Necrons. If a rule differs from the Codex, it will be clearly stated.

DIMENSIONAL TRAVEL

Necron Deathmarks and Flayed Ones may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

WE'LL BE BACK!

During a campaign, if a model from the Necron Kill Team with the Reanimation Protocols special rule rolls the Dead! result on any Injury Chart roll another d6. On a 1-4 the model is still Dead!, on a 5-6 the model counts as having rolled a 2 on the Injury Chart.

REANIMATION PROTOCOLS AMENDMENT

A model with the Reanimation Protocols rule may only try to reassemble itself if another friendly Necron model is within 6" – and do so using the rules for placing the model from the description in the Ever-living rule. A model with the Ever-living special rule can always try to reanimate whether or not another Necron model is within 6".

MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

TEAM LEADERS

NECRON LORD

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	5	2	2	2	10	3+

Wargear:

- Staff of Light

Special Rules:

- Inspiring Presence
- Ever-living
- Reanimation Protocols



Photo by Joshua Edward Collins

Destroyer Body:

May be equipped with a Destroyer Body for 40 points to gain +1 Toughness and replace its Staff of Light with a Warscythe. It also gains the Jump unit type, and the Preferred Enemy (Everything!) special rule. A model with a Destroyer Body gains the following options:

- May replace Warscythe with:
 - Gauntlet of Fire Free
 - Staff of Light Free
 - Voidblade 5 pts
- May take the following:
 - Sempiternal Weave 15 pts
- *May take wargear from the Necron armoury including Leader and Lord only items.*

Options (models without a Destroyer Body only):

- May replace Staff of Light with:
 - Hyperphase Sword Free
 - Gauntlet of Fire 5 pts
 - Voidblade 10 pts
 - Warscythe 10 pts
- May take any of the following:
 - Sempiternal Weave 15 pts
 - Phase Shifter 45 pts
- *May take wargear from the Necron armoury including Leader and Lord only items.*

CRYPTTEK

25 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	2	2	1	10	3+

Wargear:

- Staff of Light

Special Rules:

- Inspiring Presence
- Ever-living
- Reanimation Protocols



Options:

- May exchange Staff of Light with:
 - Aeonstave Free
 - Voltaic Staff Free
 - Tremorstave 5 pts
 - Abyssal Staff 5 pts
 - Eldritch Lance 10 pts
- May take one of the following:
 - Solar Pulse 20 pts
 - Timesplinter Cloak 30 pts
 - Nightmare Shroud 10 pts
 - Chronometron 15 pts
 - Harp of Dissonance 25 pts
- *May take wargear from the Necron armoury including Leader and Cryptek only items.*

CORE

NECRON WARRIOR

13 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	2	1	10	4+

Wargear:

- Gauss Flayer

Special Rules:

- Reanimation Protocols

NECRON IMMORTAL

17 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	2	1	10	3+

Wargear:

- Gauss Blaster

Special Rules:

- Reanimation Protocols

Options:

- May replace Gauss Blaster with:
 - Tesla Carbine Free

FLAYED ONE

13 points

WS	BS	S	T	W	I	A	Ld	Sv
4	1	4	4	1	2	3	10	4+

Wargear:

- Close Combat Weapon

Special Rules:

- Reanimation Protocols
- Deep Strike
- Infiltrate
- Flayer Curse*

Flayer Curse:

It is not uncommon for a Lord to order the execution of any surviving flayed ones (or at least those he can catch). Flayed Ones do not benefit from the We'll be Back! campaign rule (see Necron rules above). In addition, Flayed Ones may never claim or contest objectives and may not carry anything (such as Relics).

SPECIAL

DEATHMARK

19 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	4	1	2	1	10	3+

Wargear:

- Synaptic Disintegrator

Special Rules:

- Reanimation Protocols
- Deep Strike
- Hunters from Hyperspace*
- Ethereal Interception

Hunters from Hyperspace:

Rule Amendment: After both sides have been deployed but before the game starts, the Deathmark player can choose either the enemy's Team Leader or all their Special models as the Deathmark's 'prey'. Any Deathmark model that shoots at, or strikes blows against, a 'prey' model will score a Wound on a roll of a 2+.

LYCHGUARD

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	5	1	2	2	10	3+

Wargear:

- Warscythe

Special Rules:

- Reanimation Protocols

Options:

- May replace Warscythe with:
 - Hyperphase Sword and Dispersion Shield 5 pts
- May take wargear from the Necron armoury.

TRIARCH PRAETORIAN

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	5	5	1	2	1	10	3+

Unit Type: Jump Infantry

Wargear:

- Rod of Covenant

Special Rules:

- Reanimation Protocols
- Fearless

Options:

- May replace Rod of Covenant with:
 - Voidblade and Particle Caster Free
- May take wargear from the Necron armoury.

CANOPTEK SCARAB SWARM

15 points

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	3	3	2	4	10	5+

Unit Type: Beasts

Wargear:

- Close Combat Weapon

Special Rules:

- Entropic Strike
- Fearless
- Swarms
- Non-Learning

CANOPTEK WRAITH

35 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	6	4	2	2	3	10	3+

Unit Type: Jump Infantry

Wargear:

- Phase Shifter

Special Rules:

- Phase Attacks
- Fearless
- Wraithflight
- Non-Learning

Options:

- May take one of the following:
 - Particle Caster 5 pts
 - Whip Coils 10 pts
 - Transdimensional Beamer 15 pts

TOMB BLADE

20 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	2	1	10	4+

Unit Type: Jetbike**Special Rules:**

- Reanimation Protocols

Wargear:

- Twin-linked Tesla Carbine

Options:

- May replace Twin-linked Tesla Carbine with:
 - Twin-linked Gauss Blaster Free
 - Particle Beamer 10 pts
- May take any of the following:
 - Nebuloscope 5 pts
 - Shadowloom 10 pts
 - Shield Vane 10 pts

NECRON DESTROYER

40 points

WS	BS	S	T	W	I	A	Ld	Sv
4	4	4	5	1	2	1	10	3+

Unit Type: Jump Infantry**Special Rules:**

- Reanimation Protocols
- Preferred Enemy (Everything!)

Wargear:

- Gauss Cannon

Options:

- May replace Gauss Cannon with:
 - Heavy Gauss Cannon 20 pts

ARMOURY**Resurrection Orb (Leader Only) – 30 pts**

Rule Amendment: The bearer and all Necron models within 6" pass Reanimation Protocol rolls on a 4+.

Targeting Relay (Leader Only) – 15 pts

If the bearer shoots at an enemy model and manages at least one hit, place a counter next to the target. All other friendly models that shoot at the same target during the same phase count their weapons as Twin-linked.

Disruption Field (Leader Only) – 10 pts

The model gains a 5+ Invulnerable save against attacks in the Shooting phase.

Quantum Shielding (Lord Only) – 20 pts

Quantum Shielding gives the model a 3+ invulnerable save, but if the save is ever failed, the shielding is destroyed and may not be used for the rest of the battle.

Mindshackle Scarabs (Lord Only) – 15 pts

Rule Amendment: One Use Only. At the start of the Fight sub-phase, choose one model in base contact with the Lord, that model must immediately pass a Leadership test on 3D6. If failed, the victim strikes out against his allies. Instead of attacking normally when it is the victim's turn to strike, every friendly model in base contact with the model suffers a single automatic hit resolved at the victim's Strength, and benefits from any special rules that his melee weapon has (the controller of the Mindshackle Scarabs chooses which weapon if the victim has more than one). The victim returns to normal once the Assault phase ends.

Pariah (Lord Only) – 15 pts

Any enemy model within 3" of a Pariah reduces their Leadership value by 2. Also, the Lord automatically passes Deny the Witch rolls.

Necrontyr Command (Lord Only) – 10 pts

All friendly Necrons within 12" of the Lord may make Reanimation Protocols rolls as if they were within 6" of another Necron model.

Gloom Crystal (Cryptek Only) – 15 pts

The Gloom Crystal creates a zone shrouded from warp power. The Cryptek or any friendly model within 6" passes Deny the Witch rolls on a 4+.

Seismic Receptacle (Cryptek Only) – 15 pts

Instead of Overwatch, the Cryptek may activate his Seismic Receptacle. Any enemy model who charges the Cryptek counts a 3" radius around the model as Difficult Terrain (i.e. it would cost 6" worth of movement to move through).

Stasis Field (Cryptek Only) – 10 pts

One use only. Choose one model in base contact with the Cryptek, his Attacks are reduced to 1 until the end of the turn.

Gaze of Flame (Cryptek Only) – 10 pts

Rule Amendment: Flickering witch-fires blaze from the Cryptek's eyes. The Cryptek and friendly models within 6" count as having Defensive Grenades. These can only be used in the Assault phase, but do not have the One Use rule.

Shadowloom – 10 pts

The Shadowloom projects an aura of darkness around its bearer. The model gains the Stealth special rule.

Nebuloscope – 5 pts

This device allows the model to track his prey through seven different dimensions. The model has a Ballistic Skills of 5.

Targeter – 5 pts

A targeter is a hardwired targeting computer that aids accuracy. If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.