

KILL TEAM NECRONS

CODEX: NECRONS

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

WE'LL BE BACK

During an Campaign when rolling a 1 on the special injury chart, any model with the "Reanimation Protocols" special rule, roll a separate d6 and on a 5+ changes the injury result to a 2.

DISPERSION SHIELD

The Dispersion Shield cannot be taken alongside weapons with the Two-handed Special rule.

DIMENSIONAL TRAVEL

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

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

NOBLE

30 points

	WS	BS	S	T	W	I	A	Ld	Sv	
Noble	4	4	4	4	2	2	2	10	3+	
Lord (upgrade)	4	4	5	5	2	2	2	10	3+	
Unit Type: Infantry (Character)										Options:
Wargear:										<ul style="list-style-type: none"> • May upgrade to a Lord for 15 pts. • May exchange its Hyperphase sword for one of the following: <ul style="list-style-type: none"> - Voidblade free - Staff of light 5 pts - Warscythe 20 pts • May take one of the Following: <ul style="list-style-type: none"> - Gauntlet of fire 10 pts - Tachyon arrow 15 pts • May take any of the following: <ul style="list-style-type: none"> - Mindshackle scarabs 10 pts - Phylactery 15 pts - Dispersion shield 20 pts - Phase shifter 20 pts • May take items from the Necrons Armoury, including Leader and Noble items.
Special Rules:										
<ul style="list-style-type: none"> • Inspiring Presence • Reanimation Protocols 										

DESTROYER NOBLE

55 points

	WS	BS	S	T	W	I	A	Ld	Sv	
	4	4	4	5	2	2	3	10	3+	
Unit Type: Jet Pack Infantry (Character)										Options:
Wargear:										<ul style="list-style-type: none"> • May exchange its Hyperphase sword for one of the following: <ul style="list-style-type: none"> - Voidblade free - Staff of light 5 pts - Warscythe 20 pts • May take one of the Following: <ul style="list-style-type: none"> - Gauntlet of fire 10 pts - Tachyon arrow 15 pts • May take any of the following: <ul style="list-style-type: none"> - Mindshackle scarabs 10 pts - Phylactery 15 pts - Phase shifter 20 pts • May take items from the Necrons Armoury, including Leader items.
Special Rules:										
<ul style="list-style-type: none"> • Inspiring Presence • Reanimation Protocols • Preferred Enemy 										

FLAYER LORD

55 points

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

Unit Type:

Infantry (Character)

Wargear:

- Two flayer claws

Special Rules:

- Reanimation Protocols
- Infiltrate
- Deep Strike
- Fear
- Flayer Virus

Flayer Virus: in a Team led by a Flayer Lord you can take any number of Flayed Ones. Flayed ones must number at least half of your Team's model count. Flayer Lord counts towards this limit.

Options:

- May replace its two flayer claws for the Monomolecular Claws (See armoury) for 15 pts.

CRYPTEK

50 points

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

Unit Type:

Infantry (Character)

Wargear:

- Tremorstave¹

Special Rules:

- Inspiring Presence
- Reanimation protocols
- Shield Protocols
- Assassination Protocols

Technomancer (Rule Amendment): This model and all friendly models with the Reanimation Protocols special rule within 6" receive a +1 bonus to Reanimation Protocols rolls.

Shield Protocols: the Cryptek has a 2+ Look out Sir! Roll.
Assassination Protocols: you can take up to 5 Deathmarks in your team instead of 3.

Options:

- May exchange its Voltaic staff for one of the following:
 - Voltaic staff² free
 - Staff of light 5 pts
- May take any of the following:
 - Mindshackle scarabs 10 pts
 - Phylactery 15 pts
 - Phase shifter 20 pts
- May take items from the **Necrons Armoury**, including Leader and Cryptek items.

¹Tremorstave

	Range	S	AP	Profile
Tremorstave	36"	4	-	Assault 1, Quake*

*Quake: Any model that is hit by this weapon treats open ground as difficult terrain during their next Movement phase.

²See the Necron Armoury

CORE

NECRON WARRIOR

13 points

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

Unit Type:

Infantry

Wargear:

- Gauss flayer

Special Rules:

- Reanimation Protocols

IMMORTAL

17 points

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

Unit Type:

Infantry

Wargear:

- Gauss blaster

Special Rules:

- Reanimation Protocols

Options:

- Any Immortal may exchange its gauss blaster for a tesla carbine for free.

FLAYED ONE

15 points

You may take a maximum of five Flayed Ones in your team.

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

Unit Type:
Infantry

Wargear:
• Two flayer claws

Special Rules:

- Reanimation Protocols
- Infiltrate
- Deep Strike
- Fear
- Non-Learning

TOMB BLADE

20 points

You may take a maximum of three Tomb Blades in your team.

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

Unit Type:
Jetbike

Wargear:
• Twin-linked gauss blaster

Special Rules:

- Reanimation Protocols

Options:

- May exchange its twin-linked gauss blasters for:
 - Twin-linked tesla carbines free
 - Particle beamer 2 pts
- May take shieldvanes for 3 pts.
- May take one of the following:
 - Shadowloom 2 pts
 - Nebuloscope 5 pts

CANPOTEK SCARABS

20 points

You may take a maximum of three Canoptek Scarabs in your team.

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

Unit Type:
Beasts

Wargear:
None

Special Rules:

- Swarms
- Fearless
- Entropic Strike
- Non-learning

DEATHMARK

18 points

You may take a maximum of three Deathmarks in your team.

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

Unit Type:
Infantry

Wargear:
• Synaptic disintegrator

Special Rules:

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

Lone Hunters: during a Campaign, Deathmarks cannot join or form a Group.

SPECIAL

LYCHGUARD

25 points

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

Options:

- May exchange warscythe for a hyperphase sword and dispersion shield for 3 pts.
- May take items from the **Necron Armoury**.

Unit Type:
Infantry

Special Rules:

- Reanimation Protocols

Wargear:

- Warscythe

CANOPTEK WRAITH

50 points

You may take a maximum of two Canoptek Wraith in your team.

WS	BS	S	T	W	I	A	Ld	Sv	
4	4	6	5	2	2	3	10	3+	

Options:

May take one of the following:

- Whip Coils 3 pts
- Particle Caster 5 pts
- Transdimensional beamer 5 pts

Unit Type:
Beast

Special Rules:

- Fearless
- Rending
- Very Bulky
- Wraith Form
- Wraithflight
- Non-learning

Wargear:

- None

TRIARCH PRAETORIAN

25 points

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

Options:

- May exchange voidblade & particle caster for a rod of covenant for 3 pts.
- May take items from the **Necron Armoury**.

Unit Type:
Jump Infantry

Special Rules:

- Reanimation Protocols
- Fearless

Wargear:

- Voidblade & particle caster

DESTROYER

50 points

You may take a maximum of two Destroyers in your team.

	WS	BS	S	T	W	I	A	Ld	Sv	
Destroyer	4	4	4	5	2	2	1	10	3+	
Heavy Destroyer (upgrade)	4	4	4	5	2	2	1	10	3+	

Options:

- One Destroyer in your team may be upgraded to a Heavy Destroyer for 10 pts.

Unit Type:
Jet pack Infantry

Special Rules:

- Reanimation Protocols
- Preferred Enemy
- Very Bulky

Wargear:

- Gauss cannon (Destroyer only)
- Heavy gauss cannon (Heavy Destroyer only)

ARMOURY

ETHER CRYSTAL (Leader Only) – 10 pts

Still air comes to howling life in the presence of an ether crystal, buffeting the Necron's enemies.

Any enemy model arriving by Deep Strike within 6" of the bearer of the ether crystal suffers a single Strength 8 AP 5 hit.

RESURRECTION ORB (Noble Only) – 15 pts

Rule Amendment: A resurrection orb can be activated once per game, immediately after an unsuccessful Reanimation Protocols roll has been made for the bearer of the resurrection orb or another model within 6". You can re-roll the failed Reanimation Protocols roll, and any further failed Reanimation Protocols rolls made for the bearer or any other friendly model within 6", until the end of the phase.

SEMPITERNAL WEAVE (Noble Only) – 20 pts

The Necron Noble's (or Lord's) exoskeleton is threaded with filaments of phase-hardened amaranthine and adamantium.

The model gains a 2+ armour save.

PARIAH (Noble Only) – 15 pts

The model causes Fear to models with the Psyker special rule. Also, any enemy model within 3" of a Pariah reduces their Leadership value by 2. Furthermore, any psychic power targeting the Pariah automatically fails. If the Pariah is affected by a psychic power that doesn't directly target him (such as a Witchfire with Blast) then the Pariah ignores all damage/effects caused to him.

NECRONTYR COMMAND (Noble Only) – 10 pts

The Noble/Lord and all friendly Necrons within 12" may re-roll failed Morale, Pinning and Fear tests.

OVERRIDE PROTOCOLS (Noble Only) – 5 pts

The Noble/Lord is able to impress his will upon the crude vehicles of mortals, crippling their fragile inner workings with bursts of harmful data that defy logic. All of the model's Melee weapons have the Haywire special rule.

MONOMOLECULAR CLAWS

(Flayer Lord Only) – 15 pts

The Monomolecular Claws counts as a pair of Flayer Claws with the following profile:

	Range	S	AP	Profile
Monomolecular Claws	-	User	4	Melee, Rending, Shred

CHRONOMETRON (Cryptek Only) – 20 pts

Rule Amendment: These eye-shaped devices project a bubble of energy that can alter the flow of time itself. The Cryptek and all models (friend or foe) within 6" have a 5+ invulnerable save against all Shooting attacks.

SEISMIC CRUCIBLE (Cryptek Only) – 10 pts

Instead of Overwatch, the Cryptek may activate his Seismic Crucible. 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).

GLOOM CRYSTAL (Cryptek Only) – 5 pts

The Gloom Crystal creates a zone shrouded from warp power. The Cryptek and all friendly models within 6" have the Adamantium Will special rule.

PRAETORIAN JUMP PACK (Cryptek Only) – 15 pts

The Cryptek changes its type to Jetpack Infantry.

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

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.

VOLTAIC STAFF (Cryptek Only) – Free

Replaces the Cryptek's Tremorstave.

The voltaic staff is often used by ethermancers, harbingers of the storm, and can command lightning. The weapon has the following profile:

	Range	S	AP	Profile
Voltaic staff	12"	5	-	Assault 4, Haywire

SHADOWLOOM – 5 pts

The Shadowloom projects an aura of darkness around its bearer. A model equipped with a Shadowloom has +1 cover save. If it does not already have a cover save, it instead gains a 6+ cover save.

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.

EMERGENCY REPAIR SUB-ROUTINES – 5 pts

One use only. A model with Emergency Repair Sub-routines may re-roll a single failed Reanimation Protocol roll once per game.

ENHANCED SERVOMOTORS – 5 pts

Enhanced servomotors in the models exoskeleton allow the model to cross terrain with ease. The model gains the Move Through Cover special rule and adds +1 to Initiative tests while climbing and jumping.