

NECRONS

HOR

Codex/Index

This Team List uses the special rules and wargear lists found in Index: Xenos I and Imperial Armour: Xenos. If a rule differs from the Index, it will be clearly stated.

The points are intended for the model WITHOUT the equipment listed, you need to add the costs of the wargear you can find in the points values section of the Index.

KEYWORDS

All models in this list have the **Necrons** and **<Dynasty>** faction keywords. All units are assumed to have their own names as keywords.

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

Melee list and Staff list

Melee weapons:

- Hyperphase sword (3 pts)
- Voidblade (4 pts)
- Warscythe (9 pts)

Staff Weapons:

- Voltaic Staff (10 pts)
- Tremor stave (10 pts)
- Eldritch Staff (15 pts)

Reanimation Protocols

This rule has been amended to the following: If the model has taken any wounds, it may roll reanimation at start of its turn and regain a single wound if successful. In addition, when a model is removed as a casualty, place a marker in its final position. At the start of its next turn, you may roll its Reanimation Protocols. If the roll succeeds, place the model back on the table as close to its original position as possible with a single wound remaining. If the roll is failed, remove the marker.

My Will Be Done

This ability works normally in accordance with HOR unit rules (i.e. this ability is used on a single model and radiates to all friendly models within 3").

Phylactery

This rule has been amended as follows: A model with a phylactery regains 1 wound at the start of each turn lost earlier in the game.

Necron Dynasties

You may choose a Dynasty from Codex: Necrons or those below. Its rules will affect every unit in your kill team.

Sautekh (Amended)

In addition to the Codex rules, Units does not suffer any penalties for advancing with Assault weapons.

Dyvanakh

Beset on All Sides: In the Fight phase, when a model from this dynasty attacks with no listed melee weapon (i.e. the close combat weapon described in the 8th edition rulebooks fight phase), it may make an additional attack.

The model may elect not to use listed weapons to get this bonus.

Court of the Silent King

Agents of the Triarch: Once per game, the Team Leader and all friendly models within 3" are removed and set up anywhere on the battlefield more than 9" from any enemy and within 6" of the Team Leader.

Maynarkh

Flayers at the Gates: Models from this dynasty may reroll failed Charge rolls.

Charnovokh

Scrambled remains: A kill team from this Dynasty may only consist of models with the CANOPTEK keyword but CANOPTEK units have the Reanimation Protocols rule or adds 1 their roll if they already have it.

Sarnekh

Raiding parties: During the Movement phase, **Infantry** units from this dynasty can move an extra 2".

Thokt

Ionizing Radiation: On an unmodified to-hit roll of a 6, the enemy targets Toughness value are lowered by 1 until the end of the phase. A model can only be affected by this ability once per phase

TACTICAL POINTS

Necrons teams have exclusive access to some Philosophies and Actions. You may choose freely between these Actions and those presented in the main rules when spending Tactical Points. Remember you can only have one Philosophy!

Philosophy	Description
The Swarm	Gain 1 TP if you kill an enemy unit in the assault phase with two or more Scarab Swarm units within 1".
Pale Rider	Gain 1 TP if two or more enemies were slain by Deathmarks this turn.
Silver Tide	Gain 2 TP if your Core choices consists only of Necron Warriors.
Headhunter	Gain 1 TP if you cause any wound on an enemy Team Leader. Gain 2 TP if you kill an enemy Team Leader.
Eternal Pride	Gain 2 TP, if you declare that you will not be use any Tactical Actions presented in the Main rulebook and only use the Necron Tactical actions.

Action	Description
Maintenance scarabs 1 TP	You may add one to a single Reanimation Protocols roll before rolling.
Solar mills! 2 TP	Roll three dice and discard the lowest for a single charge distance roll.
Rites of old 3 TP	Use at the start of any fight phase. Choose a friendly model. It, and any friendly models within 3" of it gains +1 Attack for the Phase.

TEAM LEADERS

Lord 50										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Lord	5"	3+	3+	5	5	4	3	10	3+	40 mm Round
EQUIPMENT	- Staff of Light (10 pts)									
RULES	<ul style="list-style-type: none"> - Inspiring Presence, Reanimation protocols - The Lord's Will - Descend to Madness: You may exchange this model's profile with a Flayer or Destroyer Lord and pay the point difference while following all restrictions of the chosen profile. 									
OPTIONS	<ul style="list-style-type: none"> - May replace staff of light with an item from the Melee list. - May take a resurrection orb for 18 pts and/or a phase shifter for 15 pts. - May take up to three items in total from the <i>Royal Chambers</i> and <i>Techno-arcana Armoury</i>. - May take up to two items from the <i>Phaeron's Crypt</i>. 									
KEYWORDS	Infantry, Character, Lord									

Noble 25										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Noble	5"	3+	3+	4	4	3	2	10	3+	32 mm Round
EQUIPMENT	- Staff of light (10 pts)									
RULES	<ul style="list-style-type: none"> - Inspiring Presence, Reanimation protocols - Descend to Madness: You may exchange this model's profile with a Flayer or Destroyer Noble and pay the point difference while following all restrictions of the chosen profile. 									
OPTIONS	<ul style="list-style-type: none"> - May replace staff of light with an item from the Melee list. - May take up to two items in total from the <i>Royal Chambers</i> and <i>Techno-arcana Armoury</i>. - May take a single item from the <i>Phaeron's Crypt</i>. 									
KEYWORDS	Infantry, Character, Noble									

Cryptek 45										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Cryptek	5"	3+	3+	4	4	3	1	10	4+	32 mm Round
EQUIPMENT	- Staff of light (10 pts)									
RULES	<ul style="list-style-type: none"> - Inspiring Presence, Reanimation protocols - Technomancer 									
OPTIONS	<ul style="list-style-type: none"> - May replace staff of light with an item from the Staff list. - May take a single item in total from the <i>Royal Chambers</i> and <i>Techno-arcana Armoury</i>. - May take up to two items from the <i>Cryptek's Vault</i>. 									
KEYWORDS	Infantry, Character, Cryptek									

Praetorian Agent

32

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
P. Agent	10"	3+	3+	5	5	4	3	10	3+	32 mm Round
EQUIPMENT	- Rod of covenant (3 pts)									
RULES	- Inspiring Presence, Reanimation protocols - A Purpose Unshakeable: (Amended) This unit automatically pass Nerve tests. - The Master's Voice: Once per mission, this model can use the My Will Be Done ability as though it was an Overlord. - Agent of the Triarch: If this model is your team leader, Triarch Praetorian units are core choices.									
OPTIONS	- May replace rod of covenant with voidblade and particle caster for 6 points. - May take up to two items in total from the <i>Royal Chambers</i> and <i>Techno-arcana Armoury</i> . - May take a single item from the <i>Phaeron's Crypt</i> .									
KEYWORDS	Infantry, Character, Fly, Triarch, Praetorian Agent									

Flayer Noble

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Flayer Noble	5"	3+	6+	4	4	3	3	10	4+	32 mm Round
Flayer Lord	5"	3+	6+	5	5	4	4	10	4+	40 mm Round
EQUIPMENT	- Flayer claws (0 pts)									
RULES	- Inspiring Presence, Reanimation protocols - Flesh Hunger: (amended) Enemy models within 3" of one or more models with this special rule suffer a -1 penalty to their leadership characteristic. - Haunting Horrors - Flayer Virus: If this model is your team leader, you may have more than 3 Flayed Ones .									
OPTIONS	- May replace flayer talons with vicious claws for 5 pts or nihilator blades for 10 points. - May upgrade to a Flayer Lord, using the above profile, for 20 pts. - May take up to two items from the <i>Techno-arcana Armoury</i> . - May take a single item from the <i>Phaeron's Crypt</i> .									
KEYWORDS	Infantry, Character, Flayer Noble									

Deathsight

25

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Deathsight	5"	3+	2+	4	4	3	1	10	3+	32 mm Round
EQUIPMENT	- Synaptic disintegrator (0 pts)									
RULES	- Inspiring Presence, Reanimation protocols - Hunters from Hyperspace - Ethereal Interception - Contract killing: If this model is your team leader, you may have more than 3 Deathmarks on your team.									
OPTIONS	- May replace synaptic disintegrator with a mind breaker for 10 points. - May take up to two items in total from the <i>Royal Chambers</i> and <i>Techno-arcana Armoury</i> . - May take a single item from the <i>Phaeron's Crypt</i> .									
KEYWORDS	Infantry, Character, Deathsight									

Destroyer Noble

45

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
D. Noble	10"	3+	3+	4	5	4	2	10	3+	60 mm Flying
D. Lord	10"	3+	3+	5	6	5	4	10	3+	60 mm Flying
EQUIPMENT	- Staff of light (10 pts)									
RULES	- Inspiring Presence, Reanimation protocols, Hardwired Hatred, Repulsor Platform - Destroyer Virus: If this model is your team leader, Destroyers are taken as core choices and destroyers lose the "Lost in Destruction" rule.									
OPTIONS	- May replace staff of light with an item from the Melee list. - May replace staff of light with a gauss cannon for 15 pts or a tesla cannon for 13 pts. - May upgrade to a Destroyer Lord, using the above profile and having the United in Hatred rule, for 30 pts. - May take either a phylactery for 15 pts or a resurrection orb for 18 pts. - May take a phase shifter for 20 pts. - May take up to two items from the <i>Techno-arcana Armoury</i> . - May take a single item from the <i>Phaeron's Crypt</i> .									
KEYWORDS	Jet pack, Character, Fly, Destroyer Noble									

Lych Vargard

31

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Lych Vargard	5"	2+	3+	5	5	4	2	10	3+	32 mm Round
EQUIPMENT	- Warscythe (9 pts)									
RULES	- Inspiring Presence, Reanimation protocols - Cleaving Counterblow: Once each Fight phase, when an enemy to-hit roll miss against this model, it may immediately make a single attack roll against that enemy model. - A Vicious Task: If this model is your team leader, you may take Lychguard as core choices.									
OPTIONS	- May replace warscythe with hyperphase sword and dispersion shield for 9 pts. - May take up to two items in total from the <i>Royal Chambers</i> and <i>Techno-arcana Armoury</i> . - May take a single item from the <i>Phaeron's Crypt</i> .									
KEYWORDS	Infantry, Character, Lychguard, Lych Vargard									

Canoptek Spyder

50

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Spyder	6"	4+	4+	6	6	4	4	10	3+	60 mm Flying
EQUIPMENT	- Automaton claws (0 pts)									
RULES	- Inspiring Presence - Scarab Hive: (Amended) Each Canoptek Scarabs Swarm unit within 6" of this model have the Reanimation protocols ability. - Canoptek Nexus: You may take up to two CANOPTEK units as core choices excluding the Canoptek Spyder.									
OPTIONS	- May take a fabricator claw array for 5 pts. - May take a gloom prism for 5 pts. - May take two particle beamers for 15 pts. - May take two items from the Canoptek Machinery <i>list</i> .									
KEYWORDS	Monster, Character, fly, Canoptek, Canoptek Spyder									

CORE

Warrior

8

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Vigilant	5"	4+	4+	4	4	1	1	10	4+	32 mm Round
Warrior	5"	3+	3+	4	4	1	1	10	4+	32 mm Round
EQUIPMENT	- Gauss Flayer (0 pts)									
RULES	- Reanimation Protocols									
OPTIONS	- May be upgraded to a Warrior for 2 pts. - May take a single item from the <i>Phalanx Augmentations list</i> .									
KEYWORDS	Infantry, Warrior									

Immortal

8

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Immortal	5"	3+	3+	4	4	1	1	10	3+	32 mm Round
Eternal	5"	3+	3+	4	4	2	1	10	3+	32 mm Round
EQUIPMENT	- Gauss Blaster (7 pts)									
RULES	- Reanimation Protocols									
OPTIONS	- May replace gauss blaster with a tesla carbine for 7 pts. - May be upgraded to an Eternal for 5 pts. - May take a single item from the <i>Phalanx Augmentations list</i> .									
KEYWORDS	Infantry, Immortal									

Canoptek Scarab Swarm

13

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Scarab Swarm	10"	3+	-	3	3	3	4	10	6+	40 mm Round
Nano-Scarab Swarm	10"	3+	-	2	3	4	4	10	6+	40 mm Round
EQUIPMENT	- Feeder mandibles (0 pts)									
RULES	- None									
OPTIONS	- May be upgraded to a Nano-Scarab Swarm for 2 pts									
KEYWORDS	Swarm, fly, Canoptek, Canoptek Scarab Swarm									

Deathmark

12

You may not have more than 3 Deathmarks in your team

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Deathstalker	5"	4+	3+	4	4	1	1	10	4+	32 mm Round
Deathmark	5"	3+	3+	4	4	1	1	10	3+	32 mm Round
EQUIPMENT	- Synaptic disintegrator (0 pts)									
RULES	<ul style="list-style-type: none"> - Reanimation Protocols - Hunters from Hyperspace - Ethereal Interception 									
OPTIONS	<ul style="list-style-type: none"> - May be upgraded to a Deathmark for 3 pts. - May take a single item from the <i>Phalanx Augmentations list</i>. 									
KEYWORDS	Infantry, Deathmark									

Flayed One

13

You may not have more than 3 Flayed ones in your team

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Flayed One	5"	3+	6+	4	4	1	3	10	4+	32 mm Round
Wretched One	5"	3+	6+	4	4	1	3	10	3+	32 mm Round
EQUIPMENT	- Flayer claws (0 pts)									
RULES	<ul style="list-style-type: none"> - Reanimation Protocols - Flesh Hunger: (amended) Enemy models within 3" of one or more models with this special rule suffer a -1 penalty to their leadership characteristic. - Haunting Horrors 									
OPTIONS	- May be upgraded to a Wretched One for 2 pts.									
KEYWORDS	Infantry, Flayed One									

Tomb Blade

16

You may not have more than 2 Tomb Blades in your team

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Tomb Blade	14"	3+	3+	4	5	2	1	10	4+	32 mm Flying
EQUIPMENT	- Two gauss blasters (14 pts)									
RULES	<ul style="list-style-type: none"> - Reanimation Protocols - Evasion Engrams 									
OPTIONS	<ul style="list-style-type: none"> - May replace its two gauss blasters with two tesla carbines for 14 pts or a single particle beamer for 10 pts. - May take shieldvanes for 5 pts. - May take a nebuloscope for 2 pts or a shadowloom for 8 pts. - May take a single item from the <i>Phalanx Augmentations list</i>. 									
KEYWORDS	Biker, Fly, Tomb Blade									

SPECIAL

Lychguard										16
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Lychguard	5"	3+	3+	5	5	2	2	10	3+	
EQUIPMENT	- Warscythe (9 pts)									
RULES	- Reanimation Protocols - Guardian Protocols									
OPTIONS	- May replace warscythe with hyperphase sword and dispersion shield for 9 pts - May take a single item from the <i>Techno-Armoury</i> .									
KEYWORDS	Infantry, Lychguard									

Triarch Praetorian										17
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Praetorian	10"	3+	3+	5	5	2	2	10	3+	
EQUIPMENT	- Rod of covenant (3 pts)									
RULES	- Reanimation Protocols - A purpose unshakeable: (Amended) This unit automatically pass Nerve tests.									
OPTIONS	- May replace rod of covenant with a voidblade and particle caster for 6 pts. - May take a single item from the <i>Techno-Armoury</i> .									
KEYWORDS	Infantry, Fly, Triarch, Triarch Praetorian									

Canoptek Wraith											45
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type	
Wraith	12"	3+	3+	6	5	3	3	10	4+	40 mm Round	
EQUIPMENT	- Vicious claws (0 pts)										
RULES	- Wraith Form										
OPTIONS	- May take a particle caster for 2 pts, transdimensional beamer for 14 pts or a whip coil for 4 pts. - May take one item from the <i>Canoptek Machinery list</i> .										
KEYWORDS	Beasts, Canoptek, Canoptek Wraith										

Canoptek Acanthrite

41

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Acanthrite	12"	3+	3+	5	5	3	3	10	3+	40 mm Round
EQUIPMENT	- Cutting beam (0 pts) - Voidblade (4 pts)									
RULES	- Shadowed Wings									
OPTIONS	- May take one item from the Canoptek Machinery <i>list</i> .									
KEYWORDS	Beast, Fly, Canoptek, Canoptek Acanthrite									

Destroyer

30

You may not have more than 3 Destroyers in your team

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Destroyer	10"	3+	3+	4	5	3	2	10	3+	60 mm Flying
EQUIPMENT	- Gauss cannon (15 pts)									
RULES	- Reanimation Protocols - Hardwired Hatred, Repulsor Platform - Lost in Destruction: Destroyers cannot hold objectives.									
OPTIONS	- May replace its gauss cannon with a tesla cannon for 13 pts. - One model may replace its gauss cannon with a heavy gauss cannon for 7 pts. If your kill team contains four or more destroyers , another may do so. - May take a single item from the Phalanx Augmentations list.									
KEYWORDS	Jet Pack, Fly, Destroyer									

Lesser Cryptek

20

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Base type
Lesser Cryptek	5"	3+	3+	4	4	2	1	10	4+	32 mm Round
EQUIPMENT	- Staff of light (10 pts)									
RULES	- Reanimation Protocols - Techno Savant: Reroll Reanimation protocols rolls of 1 within 6" of the Lesser Cryptek.									
OPTIONS	- May replace staff of light with an item from the Staff list. - May take a single item from the <i>Techno-Armoury</i> . - May take a single item from the <i>Cryptek's Vault</i> .									
KEYWORDS	Infantry, Character, Lesser Cryptek									

ARMOURY

Melee Weapons						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Destabilized Reality Induction Blade	Melee	Melee	+1	-4	1	Attacks from this weapon ignore invulnerable saves.
Ebonite Voidglave	Melee	Melee	+3	-4	2	When rolling to wound with this weapon, a roll of 6 inflicts a mortal wound in addition to its normal damage.
Lensatic Gravity Transrazor	Melee	Melee	8	-3	D3	When fighting in melee, the user make one attack with this weapon in addition to his other attacks.
Nihilator Blades	Melee	Melee	+1	-2	1	You can re-roll failed wound rolls for this weapon.

Ranged Weapons						
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dispersion Gauntlet	8"	Assault D3	5	-1	1	This weapon hits automatically. This weapon may only be used during Overwatch.
Ebonite Voidglave	12"	Assault 3	6	-2	1	When rolling to wound with this weapon, a roll of 6 inflicts a mortal wound in addition to its normal damage.
Eldritch Staff	36"	Heavy 1	8	-3	D3	-
Gauss cannon	24"	Heavy 2	6	-3	D3	-
Metaflux Omniflayer	12"	Pistol 1	5	-3	1	Against any target with an armour save of 3+ or better, increase this weapon's damage to d3.
Mind Breaker	30"	Heavy 1	4	-2	D3	This Weapon may target a character even if it is not the closest enemy unit. Each to wound roll of 5+ causes a mortal wound in addition to the normal damage.
Tremor stave	24"	Assault 1	4	0	1	Any models within 3" of a model that is hit by this weapon halve their movement during their next Movement phase.
Voltaic Staff	12"	Assault 4	5	0	1	Each to wound roll on a Vehicle of 4+ causes a mortal wound in addition to the rest.

PHALANX AUGMENTATIONS		
ITEM	Cost	DESCRIPTION
Emergency Repair Subroutines	5/10	A model with a Emergency Repair Subroutines may reroll a single failed Reanimation Protocol roll per game. This item costs 10 points for Tomb Blades and Destroyers.
Enhanced Servomotors	5	Model without the fly Keyword gains +2 to their movement.
Flensing Scarabs	3/5	A model with Flensing scarabs may reroll to-wound rolls of 1 in close combat. This item costs 5 points for Tomb Blades and Destroyers.
Phase Blade	3/5	The model increase AP of its weapons by 1 in close combat This item costs 5 points for Tomb Blades and Destroyers.
Targeter	5	A model with a targeter may reroll to-hit rolls of 1 in it's shooting phase if it didn't move in the preceding Movement phase.

TECHNO-ARCANA

ITEM	Cost	DESCRIPTION
Blacksoul Crystal	15	Psychic powers cast on models within 12" of models with this item have their manifestation roll lowered by 2.
Disruption Field	5	Each time this model rolls a wound roll of 6 in the Fight phase, successful armour and invulnerable saves against that attack must be re-rolled.
Shadowloom	10	This model has a 5+ invulnerable save.
Emergency Repair Subroutines	10	A model with a Emergency Repair Subroutines may reroll a single failed Reanimation Protocol roll per game.
Flensing Scarabs	5	This model may re-roll wound rolls of 1 in the Fight phase.
Override Protocols	10	Each to wound roll of 5+ on a Vehicle this model makes in the fight phase causes a mortal wound in addition to the rest.
Pariah	10	Enemy models within 12" of one or more models with this special rule suffer a -1 penalty to their leadership characteristic.

Canoptek Machinery

ITEM	Cost	DESCRIPTION
Emergency Repair Subroutines	10	A model with a Emergency Repair Subroutines may roll a single Reanimation Protocol roll per game.
Solar Pulse	15	Team Leader only. Once per mission, you can use this at the start of the enemy Shooting or Fight phase. Until the end of the phase, enemy models suffer -1 to hit rolls.
Flensing Scarabs	8	A model with Flensing scarabs may reroll to-wound rolls of 1 in close combat.
Phase Blade	8	The model increase AP of its weapons by 1 in close combat
Targeter	8	A model with a targeter may reroll to-hit rolls of 1 in it's shooting phase if it didn't move in the preceding Movement phase.

Phaeron's Crypt

ITEM	Cost	DESCRIPTION
Death Mask	12	Enemy units within 3" of this model make one fewer attack (to a minimum of one). You are encouraged to speak megalomaniacally to your opponent's units.
Ebonite Mantle	25	The wearer of an Ebonite Mantle gains a 3+ invulnerable save.
Ebonite Voidglaive	35	Instead of a Warglaive the model can have The Ebonite Voidglaive that is both a melee and shooting statline. See the weapons sections.
Heart of Darkness	20	A model with this item improves its Wounds characteristic by 1 and once per mission, at the start of any phase, may choose to recover d3 wounds.
Necrontyr Command Token	5	All friendly models within 12" uses this models Unmodified Leadership for Ld tests.
Solar Pulse	15	Once per mission, you can use this at the start of the enemy Shooting or Fight phase. Until the end of the phase, enemy models suffer -1 to hit rolls.
Stormbringer	10	Causes a Strength 5 ap - damage 1 hit on the nearest enemy model within 12" each shooting phase.
Tachyon Arrow	10	This model is equipped with a Tachyon Arrow (see page 104 of Codex: Necrons).

ROYAL CHAMBERS

ITEM	Cost	DESCRIPTION
Dispersion Gauntlet	5	This model is equipped with a dispersion gauntlet (see below)
Lightning Field	5	You may, at the start of the Fight phase, roll a d6 for every unit within 3" of this model, excluding this model. On a 6, that model takes a mortal wound.
Mindshackle Scarabs	10	At the beginning of the Fight phase, this model may choose an enemy model within 6". That model suffers a -1 penalty on its hit rolls until the end of the phase.
Sempiternal Weave	10	This model's armour save improves by 1 to a maximum of 2+.
Distortion Emitter	10	Enemy models targeting this model in the Shooting phase suffer -1 to their hit rolls.

Cryptek's Vault

ITEM	Cost	DESCRIPTION
Canoptek Cloak	10	Amendment: A model equipped with a Canoptek cloak has a Move characteristic of 10" and gains the FLY keyword. In addition, during your movement phase one friendly <DYNASTY> vehicle model that is within 3" of this model can regain 1 lost wound. In addition the Cryptek have a base type of 40 mm Round.
Chronometron	15	The Chronometron is described on page 89 of Codex: Necrons.
Destabilized Reality Induction Blade	10	The Destabilized Reality Induction Blade is a melee weapon (see profile above).
Ether Crystal	10	Once each player turn, when an enemy model is set up (other than during deployment or when disembarking) within 18" of the bearer, you may have the model suffer a strength 6 ap - Damage 1 hit.
Lensatic Gravity Transrazor	15	The Lensatic Gravity Transrazor is a melee weapon. Use the profile above.
Metaflux Omniflayer	10	The Metaflux Omniflayer is a ranged weapon whose stats can be found above.
Nano-Scarab Lathe	15	Once per mission, when this model loses its final wound, roll a d6. On a 1, remove the model as normal. On a 2-4, this model remains in play with a single wound remaining. On a 5 or 6, this model remains in play with all of its starting wounds.
Multi-Phasic Probability Matrix	10	Enemy models within 9" of this model may not re-roll failed rolls for any reason.
Pyrodynamic Actuator	15	All Gauss weapons within 6" of this model when they are shot ignore the armour save bonus that enemy models receive for being in cover.
Seismic Crucible	15	Enemy models attempting to charge any friendly model within 6" of this model must subtract 3" from their charge rolls. Furthermore, enemy models that are within 6" of this model only move 1" when they pile in.
Stasis Field	10	One use only. At the Start of the Fight phase, choose one model in within 1" of the Cryptek, its Attacks are reduced to 0 until the end of the turn.
Temporal String Disruptor	10	This model's attacks (both ranged and melee) ignore any "aftersaves" their targets might have, such as Disgustingly Resilient, Bionics, etc.
Warp Vortex Chamber	10	This model may attempt to deny the witch once per mission as though it were a psyker. It gains +4 on the roll to do so. If this results in a total of 12 or more for the denial roll, the enemy psyker takes a mortal wound and cannot use the power for the rest of the game.

Cryptek Tools

Pyrodynamic Actuator

While there are several different actuators available to a cryptek, the one that most commonly appears on the battlefield is unquestionably the Pyrodynamic variety. With it, the cryptek can configure nearby energy fields to emit vast quantities of heat, often igniting the materials that contain them.

Warp Vortex Chamber

While the Necrons as a whole despise the warp, there are always those crypteks that are fascinated by it. Since Necrons have no innate ability to manipulate the warp, they must often use baroque and esoteric methods to study it. This cannister holds a contained war vortex in a null-space matrix. Enterprising crypteks have found that collapsing the containment field when a psyker is in the area is as hilarious as it is illuminating.

Lensatic Gravity Transrazor

Necrons need raw materials just like every other faction the galaxy and this device uses a Planck Length-wide lensed gravity impeller to force molecules apart with surgical precision. While notoriously finicky and difficult to use under stress, there are few barriers that can keep a cryptek armed with this "tool" out for long.

Nano-Scarab Lathe

Nano-Scarabs are commonly used in tomb complexes to repair necron bodies when they have sustained catastrophic damage. This portable forge collects energy from the cryptek's spine in a capacitor slowly. When the cryptek is damaged, the capacitor flash-forges a swarm of nano-scarabs to quickly repair it.

Metaflux Omniflayer

During bio-transference, there were many holdouts and lesser dynasties that rebelled. The most technologically inclined of these fashioned the first of these weapons with which to fight their living metal attackers. Old crypteks and those with an interest in truly ancient technology are often given these as gifts. They reduce their victims to easy-to-study layers, each several molecules thick.

Multi-Phasic Probability Matrix

The War in Heaven gave rise to all manner of cogent technologies for destroying the pawns of the Old Ones, particularly those who could see into the future. While no cryptek was ever able to divine the future, it was found that merely deciphering which events would increase uncertainty could wreak havoc with other race's ability to read the future and even their grasp of objective reality while the Necrons were immune.

Temporal String Disruptor

Mastery of temporal mechanics was widely considered the beginning of the end for the Old Ones in the War In Heaven. For every account of a C'Tan shard laying waste to a city, there are mass graves filled with millions of the finest warriors that countless civilizations could field due to deployment of these devices. The only reason that they are not more common is that the power draw of using this device is significant even by Necron standards.

Destabilized Reality Induction Blade

This elegantly simple sword looks completely mundane. Indeed, its atomically pure titanium composition would make it rustic by Necron standards. However, the process of its manufacture is quite singular. When forging this blade, it was struck so hard that it was punched out of phase with the rest of reality. This renders it sharper than should be possible in this reality.

Seismic Crucible

This small device generates overlapping waves of low-frequency sound that can reduce the friction between materials near the bearer to the point where they become fluid. Used to mine the vast catacombs that would become Necron tomb complexes, the portable version can turn the ground around a skilled user into liquid in patterns according to that user's whims.

Phaeron's Crypt

Ebonite Mantle

Ebonite is living metal absent a soul or programming and is the sole purview of the legendary sorcerer-scientists of the Triarch. The greatest crypteks of the dynasties have never figured out how to replicate its cold, calculating intelligence. This impossibly thin, gossamer-like fabric billows menacingly around its owner, shifting and deforming in response to attacks.

Solar Pulse

The solar pulse was once the badge of office for Triarch nobles until the dynastic crypteks figured out how to make their own. Regardless of origin, the solar pulse is a powerful defensive tool when used properly, blinding whole battlefields.

Heart of Darkness

Many nobles embraced bio-transference, but those Necrontyr who were near the end of their short lives were practically lining up to get their metal bodies. Even after the process was complete, many found their immortal forms were not nearly as immortal as they were first told. These sought out the finest, most devious technomancers who included many backup

systems and auto-simulacra to assist with self-repair, even in the thick of combat.

Death Mask

Communication up and down the ranks of the Necrons is, at best, poorly understood by the lesser races. No detectable signal seems to pass between them and normally, they have no means of speaking. Normally, a noble with a Death Mask, however, can speak aloud on all vox and radio frequencies. Moreover, when it speaks, the communication code shared by all necrons is converted to infrasound causing abject terror in victims already unsettled by one of these metal monsters shouting at them.

Ebonite Voidglave

Ebonite weapons represent the pinnacle of Necron technology: a living metal weapon that obeys the unspoken, untransmitted will of its wielder. Primarily used by the elite enforcers of the Silent King, some have been recovered by the lower dynasties and have become potent weapons in the hands of nobles that can be bothered to bypass their security interlocks. They combine the best aspects of both a staff of light and a warscythe.

Necron Dynasties

Dyvanakh

The Dyvanakh dynasty is less of a functioning court than a collection of tiny fiefdoms cut off from one another by warp storms and beset on all sides by daemons. Its nobles have to carefully hoard resources as they work toward connecting the dynasty back together.

Court of the Silent King

Praetorians are the only face most dynasties ever see of the Triarch, but as tomb world after tomb world awakens, the domain of the Silent King, the dark, silent heart of the Necron empire, begins to stir as well. With it have awakened the Silent King's own phalanxes of warriors, immortals and other bringers of war.

Maynarkh

Nobles of the Maynarkh dynasty, always known for their savage and remorseless tactics, have awakened to find themselves in thrall to the Flayer virus. Any cohesion their courts once had has been lost as many nobles have embraced the Flayer virus and turned on their more orthodox brethren.

Charnovokh

ravaged by Tyranids, little is left untouched.

Sarnekh

Ruled by a self-styled Pirate king of no noble lineage.

Thokt

Harness radiation that weakens bodies of flesh and blood.