

Necrons 1k (Warhammer 40,000 9th Edition) [52 PL, 2CP, 999pts]

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Patrol Detachment 0CP (Necrons) [52 PL, 2CP, 999pts]

Rules: *Dynastic Agents and Star Gods, The Royal Court*

Configuration [6CP]

Battle Size [6CP]

Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Dynasty Choice

Selections: Circumstance of Awakening: Healthy Paranoia, Dynastic Tradition: Eternal Conquerors, Dynasty: <Custom>

Categories: CONFIGURATION

Rules: *Objective Secured*

Dynastic Code: *Eternal Conquerors, Healthy Paranoia*

Dynastic Code	Description	Ref
Eternal Conquerors	Units with this code have the Objective Secured ability. If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker.	Codex: Necrons p54
Healthy Paranoia	Add 3" to the Range characteristic of ranged weapons (excluding Pistols) that models with this code are equipped with.	Codex: Necrons p55

HQ [10 PL, -4CP, 220pts]

Chronomancer [4 PL, -2CP, 80pts]

Selections: Aeonstave, Chronotendrils, Dynastic Heirlooms [-1CP], Rarefied Nobility [-1CP], Relic: Veil of Darkness, Warlord Trait (Codex 3): Immortal Pride

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, FLY, CHARACTER, CRYPTEK, CHRONOMANCER, HQ

Rules: *Command Protocols, Living Metal*

Abilities: *Chronometron, Dynastic Advisors, Timesplinter Mantle, Veil of Darkness, Unit: Chronomancer, Warlord Trait: Immortal Pride, Immortal Pride (Aura), Weapon: Aeonstave (Melee), Aeonstave (Shooting), Chronotendrils*

Abilities	Description	Ref
Chronometron	In your Command phase, you can select one friendly <DYNASTY> unit within 9" of this model. Until the start of your next Command phase, you can re-roll charge rolls made for that unit and models in that unit have a 5+ invulnerable save.	Codex: Necrons p91
Dynastic Advisors	If your army is Battle-forged, then for each CRYPTTEK unit (excluding DYNASTIC AGENTS units) included in a Detachment that also contains at least one NOBLE unit, a second CRYPTTEK unit (excluding DYNASTIC AGENTS units) can be included in that Detachment without taking up an additional Battlefield Role slot. [These are located in the Cryptek Selection under Dynastic Advisor]	Codex: Necrons p90
Timesplinter Mantle	This model has a 4+ invulnerable save.	Codex: Necrons p91
Veil of Darkness	Once per battle, in your Movement phase, the bearer can use this Relic. If it does, the bearer's unit and up to one friendly <DYNASTY> CORE unit within 3" of the bearer can be removed from the battlefield and set back up anywhere on the battlefield that is more than 9" away from any enemy models. If two units are set back up on the battlefield using this Relic, both units must be placed wholly within 6" of each other.	Codex: Necrons p66

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Chronomancer	8"	3+	3+	4	4	4	1	10	4+	Codex: Necrons p91

Warlord Trait	Description	Ref
Immortal Pride	Each time this WARLORD would lose a wound as a result of a mortal wound, roll one D6; on a 5+, that wound is not lost. This WARLORD has the following ability: "Immortal Pride (Aura)."	Codex: Necrons p64
Immortal Pride (Aura)	While a friendly <DYNASTY> CORE unit is within 6" of this model, each time a Combat Attrition test is taken for that unit, ignore any or all modifiers.	Codex: Necrons p64

Weapon	Range	Type	S	AP	D	Abilities	Ref
Aeonstave (Melee)	Melee	Melee	User	-2	1	Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against this attack.	Codex: Necrons p114
Aeonstave (Shooting)	18"	Assault D3	5	-2	1	Blast. Each time an attack is made with this weapon, invulnerable saving throws cannot be taken against this attack.	Codex: Necrons p112
Chronotendrils	Melee	Melee	User	0	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.	Codex: Necrons p113

Overlord [6 PL, -2CP, 140pts]

Selections: Hand of the Phaeron [-2CP], Relic: Orb of Eternity, Resurrection Orb [30pts], Voidscythe [15pts], Warlord, Warlord Trait (Codex 2): Eternal Madness

Categories: CHARACTER, FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, OVERLORD, NOBLE, HQ, WARLORD, PHAERON

Rules: *Command Protocols, Living Metal*

Abilities: *My Will Be Done, Orb of Eternity, Phaeron, Phase Shifter, Relentless March (Aura), Resurrection Orb, Unit: Overlord, Warlord Trait: Eternal Madness, Weapon: Voidscythe*

Abilities	Description	Ref
My Will Be Done	In your Command phase, you can select one friendly <DYNASTY> CORE unit within 9" of this unit. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.	Codex: Necrons p88
Orb of Eternity	This relic replaces a resurrection orb. Once per battle, in your Command phase, the bearer can use this Relic. If it does, select one friendly <DYNASTY> unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble. Each time a Reanimation Protocol roll is made for those reanimation protocols, add 1 to the result.	Codex: Necrons p66
Phaeron	This model can use its My Will Be Done one additional time per turn.	Codex: Necrons p82
Phase Shifter	This model has a 4+ invulnerable Save.	Codex: Necrons p82
Relentless March (Aura)	While a friendly <DYNASTY> CORE unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.	Codex: Necrons p86
Resurrection Orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly <DYNASTY> unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.	Codex: Necrons p87

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Overlord	6"	2+	2+	5	5	5	4	10	3+	Codex: Necrons p89

Warlord Trait	Description	Ref
Eternal Madness	Each time this WARLORD makes a melee attack, you can re-roll the wound roll.	Codex: Necrons p64

Weapon	Range	Type	S	AP	D	Abilities	Ref
Voidscythe	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	Codex: Necrons p115

Troops [24 PL, 494pts]

Necron Warriors [12 PL, 260pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, CORE, NECRON WARRIORS, TROOPS

Rules: *Command Protocols, Objective Secured, Reanimation Protocols*

Abilities: *Their Number Is Legion*

20x Necron Warrior (Gauss Reaper) [260pts]

Selections: 20x Gauss Reaper

Unit: *Necron Warrior*, **Weapon:** *Gauss Reaper*

Abilities	Description	Ref
Their Number Is Legion	Re-roll Reanimation Protocol rolls of 1 made for this unit.	Codex: Necrons p92

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	Codex: Necrons p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Reaper	12"	Assault	2	5	-2	1 -	Codex: Necrons p112

Necron Warriors [12 PL, 234pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, CORE, NECRON WARRIORS, TROOPS

Rules: *Command Protocols, Objective Secured, Reanimation Protocols*

Abilities: *Their Number Is Legion*

18x Necron Warrior (Gauss Reaper) [234pts]

Selections: 18x Gauss Reaper

Unit: *Necron Warrior*, **Weapon:** *Gauss Reaper*

Abilities	Description	Ref
Their Number Is Legion	Re-roll Reanimation Protocol rolls of 1 made for this unit.	Codex: Necrons p92

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+	Codex: Necrons p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Reaper	12"	Assault	2	5	-2	1 -	Codex: Necrons p112

Fast Attack [6 PL, 105pts]

Canoptek Scarab Swarms [6 PL, 105pts]

Categories: CANOPTEK SCARAB SWARMS, FACTION: CANOPTEK, FACTION: <DYNASTY>, FACTION: NECRONS, FLY, SWARM, FAST ATTACK

Rules: *Command Protocols, Living Metal, Reanimation Protocols*

7x Canoptek Scarab Swarm [105pts]

Selections: 7x Feeder Mandibles

Unit: *Canoptek Scarab Swarm*, **Weapon:** *Feeder Mandibles*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Scarab Swarm	10"	4+	-	3	3	4	4	10	6+	Codex: Necrons p101

Weapon	Range	Type	S	AP	D	Abilities	Ref
Feeder Mandibles	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.	Codex: Necrons p114

Heavy Support [12 PL, 180pts]

Lokhust Heavy Destroyers [12 PL, 180pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, FLY, LOKHUST HEAVY DESTROYERS, INFANTRY, FACTION: DESTROYER CULT, HEAVY SUPPORT

Rules: *Command Protocols, Living Metal, Reanimation Protocols*

Abilities: *Hardwired for Destruction, Repulsor Platform*

3x Lokhust Heavy Destroyer (Gauss Destructor) [12 PL, 180pts]

Selections: 3x Gauss Destructor

Categories: LOKHUST HEAVY DESTROYERS

Unit: *Lokhust Heavy Destroyer*, **Weapon:** *Gauss Destructor*

Abilities	Description	Ref
Hardwired for Destruction	Each time this model makes an attack, re-roll a hit roll of 1.	Codex: Necrons p86
Repulsor Platform	Models in this unit do not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved.	Codex: Necrons p105

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Lokhust Heavy Destroyer	8"	3+	3+	4	5	4	2	10	3+	Codex: Necrons p105

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Destructor	36"	Heavy	1	10	-4	3D3 -	Codex: Necrons p112

Force Rules

Dynastic Agents and Star Gods: DYNASTIC AGENT and C'TAN SHARD units can be included in a NECRONS detachment without preventing other units in that Detachment from gaining a Dynastic Code.

DYNASTIC AGENT and C'TAN SHARD units never gain a Dynastic Code. You can include a maximum of one C'TAN SHARD model in each NECRONS Detachment in your army. (Codex: Necrons p51)

The Royal Court: When mustering your army, if it contains THE SILENT KING model, that model must be selected as your WARLORD. Otherwise, if your army contains a PHAERON model, that model must be selected as your WARLORD. Otherwise, if your army contains an OVERLORD model, that model must be selected as your WARLORD. Otherwise, if your army contains a LORD model, that model must be selected as your WARLORD. If your army contains none of the listed models, select your WARLORD as normal. (Codex: Necrons p51)

Selection Rules

Command Protocols: If every unit from your army (excluding DYNASTIC AGENT, C'TAN SHARD and UNALIGNED units) is from the same dynasty, and you select a NOBLE model to be your WARLORD, this unit is eligible to benefit from this ability and the following rules apply.

After both sides have deployed, but before you have determined who will have the first turn, you must assign a different one of the command protocols to each of the first five battle rounds, and note this down secretly on your army roster.

At the start of each battle round, if any NOBLE units from your army are on the battlefield, the command protocol that you assigned to that battle round becomes active for your army until the end of that battle round. Each command protocol is made up of two directives. When a command protocol becomes active for your army, reveal it to your opponent and select one of its directives. Until the assigned command protocol stops being active, while a unit that is eligible to benefit from this ability is within 6" of a friendly NECRONS CHARACTER model (excluding C'TAN SHARD models), that unit benefits from the selected directive.

If the battle lasts for more than five battle rounds, then until the end of the battle, whichever command protocol was active in the fifth battle round remains active. (Codex: Necrons p81)

Living Metal: At the start of your Command phase, each model in this unit regains 1 lost wound. (Codex: Necrons p80)

Objective Secured: A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal. (Warhammer 40,000 Core Book p237)

Reanimation Protocols: Each time an enemy unit shoots or fights, after it makes its attacks, if any models in this unit were destroyed as a result of those attacks but this unit was not destroyed, this unit's reanimation protocols are enacted and those destroyed models begin to reassemble.

Each time a unit's reanimation protocols are enacted, make Reanimation Protocol rolls for that unit by rolling a number of D6 equal to the combined Wounds characteristics of all the reassembling models. Each Reanimation Protocol roll of 5+ is put into a pool. A Reanimation Protocol roll can never be modified by more than -1 or +1.

If the number of dice in that pool is greater than or equal to the Wounds characteristic of any of the reassembling models, select one of those models to be Reanimated. A Reanimated model:

- Is added back to its unit with its full wounds remaining.
- Can only set up within Engagement Range of enemy units that are already within Engagement Range of the Reanimated model's unit.
- Cannot, if it is your Charge phase, be set up closer to any enemy units that are targets of a charge declared by its unit this phase.
- No longer counts as having been destroyed for the purposes of Morale tests this turn.

You then reduce the number of dice in that pool by a number equal to the Wounds characteristic of the Reanimated model and repeat this process until either there are no more reassembling models, or the number of dice remaining in the pool is less than the Wounds characteristic of any of the reassembling models. Any models that did not Reanimate fail to reassemble, and any dice remaining in the pool are discarded. (Codex: Necrons p80)