

BAD Necron Raffle (2555 pts, 137 PL, -3 CP)




Necrons Battalion Detachment -3CP (Unknown)




NAME	ROLE	MODELS	POINTS	POWER
Illuminor Szeras	HQ	Illuminor Szeras (Eldritch Lance, Impaling Legs)	145	8
Overlord	HQ	Overlord (Tachyon Arrow, Hyperphase Glaive)	90	6
Plasmancer	HQ	Plasmancer (Plasmic Lance)	65	4
Royal Warden	HQ	Royal Warden (Relic Gauss Blaster)	70	4
Skorpekh Lord	HQ	Skorpekh Lord (Enmitic Annihilator, Flensing Claw, Hyperphase Harvester)	130	7
Technomancer	HQ	Technomancer (Staff of Light)	70	5
Immortals	Troops	5x Immortal (Gauss Blaster)	80	4
Necron Warriors	Troops	10x Necron Warrior (Gauss Reaper) (Gauss Reaper)	130	6
Necron Warriors	Troops	20x Necron Warrior (Gauss Reaper) (Gauss Reaper)	260	12
C'tan Shard of the Void Dragon	Elites	C'tan Shard of the Void Dragon (Spear of the Void Dragon, Canoptek Tail Blades, Power of the C'tan: Cosmic Fire, Power of the C'tan: Voltaic Storm)	300	18
Canoptek Plasmacyte	Elites	Canoptek Plasmacyte (Monomolecular Proboscis)	15	1
Canoptek Plasmacyte	Elites	Canoptek Plasmacyte (Monomolecular Proboscis)	15	1
Canoptek Reanimator	Elites	Canoptek Reanimator (2x Atomiser Beam, Reanimator's Claws)	80	4
Canoptek Reanimator	Elites	Canoptek Reanimator (2x Atomiser Beam, Reanimator's Claws)	80	4
Skorpekh Destroyers	Elites	Skorpekh Destroyer (Reap-Blade) (Hyperphase Reap-Blade) 2x Skorpekh Destroyer (Thresher) (Hyperphase Threshers)	90	4
Skorpekh Destroyers	Elites	Skorpekh Destroyer (Reap-Blade) (Hyperphase Reap-Blade) 2x Skorpekh Destroyer (Thresher) (Hyperphase Threshers)	90	4
Canoptek Scarab Swarms	Fast Attack	6x Canoptek Scarab Swarm (Feeder Mandibles)	90	4
Canoptek Scarab Swarms	Fast Attack	3x Canoptek Scarab Swarm (Feeder Mandibles)	45	2
Canoptek Wraiths	Fast Attack	6x Canoptek Wraith (Claws) (Vicious Claws)	210	12
Canoptek Doomstalker	Heavy Support	Canoptek Doomstalker (Doomsday Blaster, Twin Gauss Flayer)	130	7
Lokhust Heavy Destroyers	Heavy Support	Lokhust Heavy Destroyer (Gauss Destructor) (Gauss Destructor)	50	3




Necrons Super-Heavy Auxiliary Detachment -3CP (Unknown)

NAME	ROLE	MODELS	POINTS	POWER
Monolith	Lord of War	Monolith (4x Death Ray, Particle Whip, Portal of Exile)	320	17

Necrons (Unknown)

   ILLUMINOR SZERAS										
MODEL	M	WS	BS	S	T	W	A	LD	SAVE	
Illuminor Szeras	8"	3+	3+	6	6	7	4	10	3+	
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES			
Eldritch Lance (Shooting)	36"	Assault D3		8	-4	D6	-			
Eldritch Lance (Melee)	Melee	Melee		User	-4	2	-			
Impaling Legs	Melee	Melee		User	-2	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.			
ABILITIES	Command Protocols, Living Metal ATOMIC ENERGY MANIPULATOR: In the Fight phase, if this model destroys one or more enemy models, then at the end of that phase it can use its Mechanical Augmentation ability as if it were the end of your Movement phase. EMPYRIC OVERCHARGER (AURA): While an enemy PSYKER unit is within 12" of this model, each time a Psychic test is taken for that unit, it suffers Perils of the Warp on any dice roll that includes a double, instead of only a double 1 or double 6. ILLUMINOR: This model can use its Rites of Reanimation ability one additional time per turn. MECHANICAL AUGMENTATION: At the end of your Movement phase, you can select one friendly NECRONS CORE unit within 6" of this model. If you do, roll one D3 and consult the table below. Each unit can only be selected for this ability once per battle. rites of REANIMATION (NECRONS): In your Command phase, you can select one friendly NECRONS CORE unit within 6" of this model. One destroyed model from that unit is Reanimated. If the selected unit is a NECRON WARRIORS unit, D3 destroyed models from that unit are Reanimated instead. Each unit can only be selected for this ability once per phase.									
MECHANICAL AUGMENTATION										
FACTIONS	NECRONS									
KEYWORDS	CHARACTER, CRYPTEK, DYNASTIC AGENT, ILLUMINOR SZERAS, INFANTRY, TECHNOMANCER									
MODELS	Illuminor Szeras (Eldritch Lance, Impaling Legs)									

   OVERLORD										
MODEL	M	WS	BS	S	T	W	A	LD	SAVE	
Overlord	6"	2+	2+	5	5	5	4	10	3+	
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES			
Tachyon Arrow	120"	Assault 1		12	-5	D6	The bearer can only shoot with this weapon once per battle.			
Hyperphase Glaive	Melee	Melee		+2	-3	D3	-			
ABILITIES	Command Protocols, Living Metal 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. PHASE SHIFTER: This model has a 4+ invulnerable Save. 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.									
FACTIONS	<DYNASTY>, NECRONS									
KEYWORDS	CHARACTER, INFANTRY, NOBLE, OVERLORD									
MODELS	Overlord (Tachyon Arrow, Hyperphase Glaive)									

   PLASMANCER										
MODEL	M	WS	BS	S	T	W	A	LD	SAVE	
Plasmancer	5"	3+	3+	4	4	4	1	10	4+	
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES			
Plasmic Lance (Shooting)	18"	Assault D3		7	-3	2	-			
Plasmic Lance (Melee)	Melee	Melee		User	-3	2	-			
ABILITIES	Command Protocols, Living Metal DYNASTIC ADVISORS: If your army is Battle-forged, then for each CRYPTEK unit (excluding DYNASTIC AGENTS units) included in a Detachment that also contains at least one NOBLE unit, a second CRYPTEK 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] HARBINGER OF DESTRUCTION: At the end of your Movement phase, if this model did not Fall Back that phase, roll three D6s; for each 4+, the closest enemy unit within 24" of and visible to this model suffers 1 mortal wound. LIVING LIGHTNING: At the start of the Fight phase, roll one D6 for each enemy unit within 6" of this model; on a 4+, that unit suffers 1 mortal wound.									
FACTIONS	<DYNASTY>, NECRONS									
KEYWORDS	CHARACTER, CRYPTEK, FLY, INFANTRY, PLASMANCER									
MODELS	Plasmancer (Plasmic Lance)									



ROYAL WARDEN

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Royal Warden	6"	3+	3+	5	5	4	3	10	3+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Relic Gauss Blaster	30"	Rapid Fire 2	5	-2	2	-			
ABILITIES	Command Protocols, Living Metal								
	ADAPTIVE STRATEGY: In your Command phase, you can select one friendly <DYNASTY> CORE unit within 9" of this model. Until the end of the turn, that unit is eligible to shoot and declare a charge with in a turn in which they Fell Back.								
	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.								
FACTIONS	<DYNASTY>, NECRONS								
KEYWORDS	CHARACTER, INFANTRY, ROYAL WARDEN								
MODELS	Royal Warden (Relic Gauss Blaster)								



SKORPEKH LORD

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Skorpekh Lord	8"	2+	2+	6	6	6	4	10	3+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Enmitic Annihilator	18"	Assault 2D3	6	-1	1	Blast			
Flensing Claw	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.			
Hyperphase Harvester	Melee	Melee	+2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.			
ABILITIES	Command Protocols, Living Metal								
	HARDWIRED FOR DESTRUCTION: Each time this model makes an attack, re-roll a hit roll of 1.								
	PHASE SHIFTER: This model has a 4+ invulnerable Save.								
	UNITED IN DESTRUCTION (AURA): While a friendly <DYNASTY> DESTROYER CULT unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.								
FACTIONS	<DYNASTY>, DESTROYER CULT, NECRONS								
KEYWORDS	CHARACTER, INFANTRY, SKORPEKH LORD								
MODELS	Skorpekh Lord (Enmitic Annihilator, Flensing Claw, Hyperphase Harvester)								



TECHNOMANCER

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Technomancer	5"	3+	3+	4	4	4	1	10	4+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Staff of Light (Shooting)	18"	Assault 3	5	-2	1	-			
Staff of Light (Melee)	Melee	Melee	User	-2	1	-			
ABILITIES	Command Protocols, Living Metal								
	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]								
	rites of REANIMATION: In your Command phase, you can select one friendly <DYNASTY> CORE unit within 6" of this model. One destroyed model from that unit is Reanimated. If the selected unit is a NECRON WARRIORS unit, D3 destroyed models from that unit are Reanimated instead. Each unit can only be selected for this ability once per phase.								
FACTIONS	<DYNASTY>, NECRONS								
KEYWORDS	CHARACTER, CRYPTTEK, INFANTRY, TECHNOMANCER								
MODELS	Technomancer (Staff of Light)								



IMMORTALS

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Immortal	5"	3+	3+	4	5	1	2	10	3+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Gauss Blaster	30"	Rapid Fire 1	5	-2	1	-			
ABILITIES	Command Protocols, Objective Secured, Reanimation Protocols								
FACTIONS	<DYNASTY>, NECRONS								
KEYWORDS	CORE, IMMORTALS, INFANTRY								
MODELS	5x Immortal (Gauss Blaster)								



NECRON WARRIORS

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Gauss Reaper	12"	Assault 2	5	-2	1	-			
ABILITIES	Command Protocols, Objective Secured, Reanimation Protocols								
	THEIR NUMBER IS LEGION: Re-roll Reanimation Protocol rolls of 1 made for this unit.								
FACTIONS	<DYNASTY>, NECRONS								
KEYWORDS	CORE, INFANTRY, NECRON WARRIORS								
MODELS	10x Necron Warrior (Gauss Reaper) (Gauss Reaper)								

NECRON WARRIORS

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Necron Warrior	5"	3+	3+	4	4	1	1	10	4+
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES		
Gauss Reaper	12"	Assault 2		5	-2	1	-		
ABILITIES	Command Protocols, Objective Secured, Reanimation Protocols THEIR NUMBER IS LEGION: Re-roll Reanimation Protocol rolls of 1 made for this unit.								
FACTIONS	<DYNASTY>, NECRONS								
KEYWORDS	CORE, INFANTRY, NECRON WARRIORS								
MODELS	20x Necron Warrior (Gauss Reaper) (Gauss Reaper)								

C'TAN SHARD OF THE VOID DRAGON

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
C'tan Shard of the Void Dragon	8"	2+	2+	6	7	9	5	10	3+
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES		
Spear of the Void Dragon (Shooting)	12"	Heavy 1		9	-4	D6	Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over. Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of D3+3.		
Canoptek Tail Blades	Melee	Melee		User	-2	1	Each time the bearer fights, it makes D6 additional attacks with this weapon.		
Spear of the Void Dragon (Melee)	Melee	Melee		+3	-4	D6	Each time an attack made with this weapon is allocated to a VEHICLE model, that attack has a Damage characteristic of D3+3.		
ABILITIES	Living Metal, Powers of the C'tan (Instructions) ENSLAVED STAR GOD: This model can never have a Relic or a Warlord Trait. In addition, enemy models can ignore the Look Out, Sir rule when selecting this model as the target of a ranged attack. MATTER ABSORPTION: At the end of each phase, roll one D6 for each enemy VEHICLE model destroyed as a result of an attack made by this model or a C'tan Power used by this model that phase; for each 2+, this model regains 1 lost wound (to a maximum of 3 regained wounds per phase). NECRODERMIS: This model has a 4+ invulnerable save. In addition, this model cannot lose more than 3 wounds in the same phase. Any wounds that would be lost after that point are not lost. POWERS OF THE C'TAN (VOID DRAGON): This model knows the Voltaic Storm C'tan Power and one other C'tan Power from the Powers of the C'tan. At the end of your Movement phase, if this model did not Advance or Fall Back that phase, it can use two of the C'tan Powers it knows. It cannot use the same C'tan Power more than once per turn.								
POWER OF THE C'TAN	COSMIC FIRE: Roll one D6 for each enemy unit within 9" of this C'TAN SHARD; on a 4+, that unit suffers D3 mortal wounds. If this C'TAN SHARD is a TESSERACT VAULT, units suffer 3 mortal wounds from this power instead of D3. VOLTAIC STORM: Select one enemy unit within 18" of and visible to this C'TAN SHARD (an enemy CHARACTER unit with a Wounds characteristic of 9 or less cannot be selected for this power while it is within 3" of another enemy unit, unless that CHARACTER unit is the closest visible enemy unit). Roll one D6; on a 2+ that unit suffers D3 mortal wounds (it suffers D6 mortal wounds instead if it has the VEHICLE keyword) and, until the start of your next turn, if that unit is a VEHICLE whose characteristics change as it loses wounds, then it halves the number of wounds it has remaining when determining what characteristics to use.								
FACTIONS	NECRONS								
KEYWORDS	C'TAN SHARD, C'TAN SHARD OF THE VOID DRAGON, CHARACTER, FLY, MONSTER								
MODELS	C'tan Shard of the Void Dragon (Spear of the Void Dragon, Canoptek Tail Blades, Power of the C'tan: Cosmic Fire, Power of the C'tan: Voltaic Storm)								
EXPLOSION	DICE ROLL	DISTANCE		MORTAL WOUNDS					
Reality Unravels	4+	6"		D3					

CANOPTEK PLASMACYTE (2)

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Canoptek Plasmacyte	8"	4+	4+	4	5	1	1	10	4+
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES		
Monomolecular Proboscis	Melee	Melee		User	-1	1	-		
ABILITIES	Command Protocols, Dimensional Translocation EVASION PROTOCOL: While this model is within 3" of a friendly <DYNASTY> DESTROYER CULT unit, enemy models cannot target this model with ranged weapons unless it is the closest eligible target. In addition, this unit cannot perform actions. INFUSED MADNESS: Once per turn, at the start of either your Charge phase or the Fight phase, you can select one friendly <DYNASTY> DESTROYER CULT unit within 3" of this model. If you do, roll one D6: on a 1, one model in that unit is destroyed. Regardless of the result, until the end of the turn, add 1 to the Strength and Attacks characteristics of models in that unit. Each unit can only be selected for this ability once per turn. RECALL PROTOCOL: In the Unit Coherency Checks step of the Morale phase, if this model is not within 6" of any friendly <DYNASTY> DESTROYER CULT units, this model is destroyed. VIRAL CONSTRUCT: If your army is Battle-forged, then for each <DYNASTY> DESTROYER CULT unit included in a Detachment, one <DYNASTY> CANOPTEK PLASMACYTE unit can be included in that Detachment without taking up a Battlefield Role slot. You cannot include more <DYNASTY> CANOPTEK PLASMACYTE units in a Detachment than there are <DYNASTY> DESTROYER CULT units in that Detachment. [Located in No Force Org]								
FACTIONS	<DYNASTY>, CANOPTEK, NECRONS								
KEYWORDS	BEAST, CANOPTEK PLASMACYTE, FLY								
MODELS	Canoptek Plasmacyte (Monomolecular Proboscis)								



CANOPTK REANIMATOR (2)

MODEL	M	WS	BS	S	T	W	A	LD	SAVE	
Canoptek Reanimator	8"	4+	4+	5	5	6	4	10	3+	
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES				
Atomiser Beam	12"	Assault	3	6	-2	1	-			
Reanimator's Claws	Melee	Melee	User	-2	1	-				
ABILITIES	Command Protocols, Living Metal NANO-SCARAB REANIMATION BEAM (AURA): In your Command phase, you can select one friendly <DYNASTY> unit within 6" of and visible to this model. Until the start of your next Command phase, while that unit is within 6" of and visible to this model, that unit is being healed by this model's reanimation beam. While a unit is being healed by a reanimation beam, add 1 to Reanimation Protocol rolls made for that unit. Each unit can only ever be healed by one reanimation beam at a time.									
FACTIONS	<DYNASTY>, CANOPTK, NECRONS									
KEYWORDS	CANOPTK REANIMATOR, CORE, MONSTER									
MODELS	Canoptek Reanimator (2x Atomiser Beam, Reanimator's Claws)									
EXPLOSION	DICE ROLL	DISTANCE	MORTAL WOUNDS							
Explodes (6/3/1)	6	3"	1							



SKORPEKH DESTROYERS (2)

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Skorpekh Destroyer	8"	3+	3+	5	5	3	3	10	3+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Hyperphase Reap-Blade	Melee	Melee	+2	-4	3	-			
Hyperphase Threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.			
ABILITIES	Command Protocols, Living Metal, Reanimation Protocols HARDWIRED FOR DESTRUCTION: Each time this model makes an attack, re-roll a hit roll of 1.								
FACTIONS	<DYNASTY>, DESTROYER CULT, NECRONS								
KEYWORDS	CORE, INFANTRY, SKORPEKH DESTROYERS								
MODELS	Skorpekh Destroyer (Reap-Blade) (Hyperphase Reap-Blade) 2x Skorpekh Destroyer (Thresher) (Hyperphase Threshers)								



CANOPTK SCARAB SWARMS

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Canoptek Scarab Swarm	10"	4+	-	3	3	4	4	10	6+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
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.			
ABILITIES	Command Protocols, Living Metal, Reanimation Protocols								
FACTIONS	<DYNASTY>, CANOPTK, NECRONS								
KEYWORDS	CANOPTK SCARAB SWARMS, FLY, SWARM								
MODELS	6x Canoptek Scarab Swarm (Feeder Mandibles)								



CANOPTK SCARAB SWARMS

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Canoptek Scarab Swarm	10"	4+	-	3	3	4	4	10	6+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
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.			
ABILITIES	Command Protocols, Living Metal, Reanimation Protocols								
FACTIONS	<DYNASTY>, CANOPTK, NECRONS								
KEYWORDS	CANOPTK SCARAB SWARMS, FLY, SWARM								
MODELS	3x Canoptek Scarab Swarm (Feeder Mandibles)								



CANOPTK WRAITHS

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Canoptek Wraith	12"	4+	4+	4	5	3	4	10	3+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Vicious Claws	Melee	Melee	+2	-2	2	-			
ABILITIES	Command Protocols, Living Metal, Reanimation Protocols SLINKING STRIKE: This unit is eligible to shoot and declare a charge with in a turn in which it Fell Back WRAITH FORM: Models in this unit have a 4+ invulnerable save. In addition, each time this unit makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, models in this unit can move horizontally through models and terrain features (they cannot finish a move on top of another model, or its base).								
FACTIONS	<DYNASTY>, CANOPTK, NECRONS								
KEYWORDS	BEAST, CANOPTK WRAITHS, CORE								
MODELS	6x Canoptek Wraith (Claws) (Vicious Claws)								



CANOPTEK DOOMSTALKER

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Canoptek Doomstalker [1] (7+ Wounds Remaining)	10"	4+	4+	6	6	12	3	10	3+
Canoptek Doomstalker [2] (4-6 Wounds Remaining)	8"	5+	4+	6	6	12	2	10	3+
Canoptek Doomstalker [3] (1-3 Wounds Remaining)	6"	6+	4+	6	6	12	1	10	3+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Doomsday Blaster (High Power)	48"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.			
Doomsday Blaster (Low Power)	24"	Heavy D6	8	-2	D3	Blast			
Twin Gauss Flayer	24"	Rapid Fire 2	4	-1	1	-			
ABILITIES	Command Protocols, Living Metal								
	CONTAINMENT FIELD: This model has a 4+ invulnerable save.								
	SENTINEL CONSTRUCT: Each time an enemy unit declares a charge against a friendly <DYNASTY> or DYNASTIC AGENT unit within 6" of this model, unless this model is within Engagement Range of any enemy models, this model can fire Overwatch at the charging unit as if it were also a target of that charge (this is in addition to any other units that are firing Overwatch). Each time this model fires Overwatch, it makes attacks with its doomsday blaster using the high power profile.								
FACTIONS	<DYNASTY>, CANOPTEK, NECRONS								
KEYWORDS	CANOPTEK DOOMSTALKER, MONSTER								
MODELS	Canoptek Doomstalker (Doomsday Blaster, Twin Gauss Flayer)								
EXPLOSION	DICE ROLL	DISTANCE	MORTAL WOUNDS						
Explodes (5/6/D3)	5+	6"	D3						



LOKHUST HEAVY DESTROYERS

MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Lokhust Heavy Destroyer	8"	3+	3+	4	5	4	2	10	3+
WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES			
Gauss Destructor	36"	Heavy 1	10	-4	3D3	-			
ABILITIES	Command Protocols, Living Metal, Reanimation Protocols								
	HARDWIRED FOR DESTRUCTION: Each time this model makes an attack, re-roll a hit roll of 1.								
	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.								
FACTIONS	<DYNASTY>, DESTROYER CULT, NECRONS								
KEYWORDS	CORE, FLY, INFANTRY, LOKHUST HEAVY DESTROYERS								
MODELS	Lokhust Heavy Destroyer (Gauss Destructor) (Gauss Destructor)								

Necrons (Unknown)

MONOLITH									
MODEL	M	WS	BS	S	T	W	A	LD	SAVE
Monolith [1] (13+ Wounds Remaining)	8"	6+	3+	8	8	24	6	10	2+
Monolith [2] (7-12 Wounds Remaining)	6"	6+	4+	8	8	NaN	D6	10	2+
Monolith [3] (1-6 Wounds Remaining)	4"	6+	5+	8	8	NaN	D3	10	2+
WEAPONS	RANGE	TYPE		S	AP	D	ABILITIES		
Death Ray	24"	Heavy 1		9	-3	D3+3	-		
Particle Whip	36"	Heavy D6		12	-3	3	Blast		
Portal of Exile	Melee	Melee		User	-3	3	Each time an attack is made with this weapon, that attack automatically hits the target.		
ABILITIES	<p>Command Protocols, Living Metal</p> <p>DEATH DESCENDING: During deployment, you can set up this model in the upper atmosphere instead of placing it on the battlefield. If you do, then during the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.</p> <p>ETERNITY GATE: In your Movement phase, if this model Remains Stationary, then in the Reinforcement step of that phase it can summon a unit. If it does, select one <DYNASTY> CORE INFANTRY unit from your army that is in Strategic Reserves: set up that unit anywhere on the battlefield that it is wholly within 3" of this model and not within Engagement Range of any enemy models. Models in units that are set up using this ability count as having moved a distance in inches equal to their Move characteristic in the Movement phase.</p> <p>HOVERING: Distances are measured to and from either this model's hull or its base, whichever is the closest.</p>								
FACTIONS	<DYNASTY>, NECRONS								
KEYWORDS	CORE, MONOLITH, TITANIC, VEHICLE								
MODELS	Monolith (4x Death Ray, Particle Whip, Portal of Exile)								
EXPLOSION	DICE ROLL	DISTANCE		MORTAL WOUNDS					
Explodes (6/6/D6)	6	6"		D6					

Necrons

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.

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.

Living Metal

At the start of your Command phase, each model in this unit regains 1 lost wound.

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 NECRONS CHARACTER 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 NECRONS CHARACTER 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 on the battlefield, that unit benefits from the selected directive.

In addition, if all units from your army are from the same dynasty (excluding DYNASTIC AGENT, C'TAN SHARD and UNALIGNED units), select one command protocol that has not been assigned to a battle round (there will typically only be one). That command protocol is active in every battle round in addition to the one assigned to that battle round – select which directive your units will benefit from at the start of each battle round. Note that if this additional command protocol is the one described in your dynasty's code, this means both of its directives apply to all units with this ability in your army in every battle round, in addition to the protocol assigned to that battle round.

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.

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.

Powers of the C'tan (Instructions)

Before the battle, generate the Powers of the C'tan for C'TAN SHARD units from your army using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers each unit knows. If selecting powers, a power cannot be selected for a second time until all other powers have been selected at least once by units in your army, and no unit can know the same power more than once. Write down any Powers of the C'tan your units know on your army roster.

- 1) Antimatter Meteor
- 2) Time's Arrow
- 3) Sky of Falling Stars
- 4) Cosmic Fire
- 5) Seismic Assault
- 6) Transdimensional Thunderbolt

Dimensional Translocation

During deployment, you can set up this unit in a hyperspace dimension instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.