

UNIT	M	T	SV	W	LD	OC
C'tan Shard of the Void Dragon	6"	11	4+	12	6+	4
Ghost Ark	10"	9	3+	14	7+	3
Imotekh the Stormlord	5"	5	2+	6	6+	1
Lokhust Heavy Destroyers	8"	6	3+	4	7+	2
Lokhust Lord	8"	6	3+	6	6+	2
Lychguard	5"	5	3+	2	7+	1
Necron Warriors	5"	4	4+	1	7+	2
Overlord with Translocation Shroud	5"	5	2+	6	6+	1
Tomb Blade	12"	5	4+	2	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D	KEYWORDS
Enmitic exterminator	36"	6	3+	6	-1	1	Heavy, Rapid Fire 6, Sustained Hits 1
Gauntlet of Fire	12"	D6	N/A	5	-1	1	Ignores Cover, Torrent
Gauss flyer	24"	1	4+	4	0	1	Lethal Hits, Rapid Fire 1
Gauss flyer array	24"	5	3+	4	0	1	Lethal Hits, Rapid Fire 5
Spear of the Void Dragon	12"	1	2+	4	-3	D6+2	Anti-VEHICLE 2+
Staff of light	18"	3	2+	5	-2	1	-
Staff of the Destroyer	18"	3	2+	6	-3	2	-
Twin gauss blaster	24"	2	3+	5	-1	1	Lethal Hits, Twin-linked
Voltaic storm	18"	D6+3	2+	7	-1	2	Blast, Sustained Hits 2

MELEE WEAPONS	RANGE	A	WS	S	AP	D	KEYWORDS
➤ Spear of the Void Dragon - strike	Melee	5	2+	12	-3	D6+2	Anti-VEHICLE 2+
➤ Spear of the Void Dragon - sweep	Melee	10	2+	8	-1	2	-
Armoured bulk	Melee	3	4+	6	0	1	-
Canoptek tail blades	Melee	6	2+	6	-1	1	Extra Attacks
Close combat weapon[1]	Melee	1	4+	4	0	1	-
Close combat weapon[2]	Melee	2	3+	4	0	1	-
Overlord's blade	Melee	4	2+	8	-3	2	Devastating Wounds
Staff of light	Melee	4	2+	5	-2	1	-
Staff of the Destroyer	Melee	4	2+	6	-3	2	Devastating Wounds
Warscythe	Melee	2	3+	8	-3	2	Devastating Wounds

ABILITIES
<b>Destroyer Cult:</b> While this model is leading a unit, each time a model in that unit makes a ranged attack, a successful unmodified Hit roll of 5+ scores a Critical Hit.
<b>Dimensional Overseer:</b> NECRONS model only. While the bearer is on the battlefield or in Strategic Reserves, add 1 to the number of units from your army that you can select for the Hyperphasing rule.
<b>Driven by Hatred:</b> Each time this model makes an attack that targets an enemy unit that is Below Half-strength, you can re-roll the Hit roll and you can re-roll the Wound roll.
<b>Enslaved Star God:</b> This model cannot be your WARLORD.
<b>Evasion Engrams:</b> In your Shooting phase, after this unit has shot, it can make a Normal Move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.
<b>Grand Strategist:</b> At the start of your Command phase, if this model is on the battlefield, you gain 1CP.
<b>Guardian Protocols:</b> While a NOBLE model is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.
<b>Invulnerable Save:</b> This model has a 4+ invulnerable save.
<b>Leader[2]:</b> This model can be attached to the following units: ■ LOKHUST DESTROYERS ■ LOKHUST HEAVY DESTROYERS
<b>Lord of the Storm:</b> Once per battle, at the end of your Command phase, this model can use this ability. If it does, roll one D6 for each enemy unit within 12" of this model: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.
<b>Matter Absorption:</b> At the start of your Shooting phase, select one enemy VEHICLE unit within 12" of this model and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds and this model regains up to that many lost wounds.
<b>My Will Be Done:</b> Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
<b>Necrodermis:</b> Each time an attack is allocated to this model, halve the Damage characteristic of that attack.
<b>Optimised for Slaughter:</b> Each time a model in this unit makes an attack with an enmitic exterminator that targets a unit (excluding MONSTERS and VEHICLES), re-roll a Wound roll of 1. Each time a model in this unit makes an attack with a gauss destructor against a MONSTER or VEHICLE unit, re-roll a Wound roll of 1.
<b>Repair Barge:</b> Once per turn, just after an enemy unit finishes making its attacks, if one or more friendly NECRON WARRIORS units within 3" of this model lost one or more wounds as a result of those attacks, this model can use this ability. If it does, select one of those NECRON WARRIORS units; that unit's Reanimation Protocols activate. The same NECRON WARRIORS unit cannot be selected for this ability more than once per turn.
<b>Resurrection orb:</b> Once per battle, while the bearer is leading a unit, at the end of any phase, it can resurrect that unit if it is on the battlefield. When you do, that unit's Reanimation Protocols are activated reanimating D6 wounds instead of D3 when doing so. You cannot resurrect more than one unit per turn.
<b>Their Number is Legion:</b> Each time this unit's Reanimation Protocols activate, you can re-roll the dice to see how many wounds are regenerated.
<b>Translocation Shroud:</b> Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit. In addition, each time a model in that unit makes a Normal, Advance or Fall Back move, until that move is finished, it can move horizontally through models and terrain features (it cannot finish a move on top of another model or its base).

TRANSPORT
<b>Ghost Ark:</b> This model has a transport capacity of 10 NECRON WARRIOR models and 1 NECRONS INFANTRY CHARACTER model.

ABILITIES

**Leader[1]:** This model can be attached to the following units:

- IMMORTALS
- LYCHGUARD
- NECRON WARRIORS