

# KILL TEAM

# NECRONS

*The Necrons are ancient beyond reckoning, pre-dating even the Eldar. At long last they are beginning to awaken, seeking to re-establish the supremacy of the Necron Dynasties over the Galaxy once more.*

## Reanimation Protocols Amendment

A model with the Reanimation Protocols rule may always try to reassemble itself if another friendly Necron model is within 6" – and do so using the Ever-living special rule. A model with Reanimation Protocols is unable to repair itself if there are no friendly Necron models within 6".

## We'll Be Back!

If a model from the Necron Kill Team with the Reanimation Protocols special rule rolls the Dead! result on any Injury Chart roll another d6. On a 1-4 the model is still Dead!, on a 5-6 the model counts as having rolled a 2 on the Injury Chart.

## Model Availability

You must follow the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

## TEAM LEADERS

### Necron Lord – 40 pts

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

#### Wargear:

Staff of Light

#### Special Rules:

Inspiring Presence, Ever-living, Reanimation Protocols

#### Special Rule – Necrontyr Command:

All friendly Necrons within 12" of the Lord may make Reanimation Protocols rolls as if they were within 6" of another Necron model.

#### Options:

- May exchange Staff of Light with:
  - Hyperphase Sword Free
  - Gauntlet of Fire 5 pts
  - Voidblade 10 pts
  - Warscythe 10 pts
- May take any of the following:
  - Sempiternal Weave 15 pts
  - Mindschackle Scarabs 15 pts
  - Phase Shifter 45 pts
- *May take wargear from the Necron armoury including Leader and Lord only items.*

### Cryptek – 25 pts

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

#### Wargear:

Staff of Light

#### Special Rules:

Inspiring Presence, Ever-living, Reanimation Protocols

#### Options:

- May exchange Staff of Light with:

- Aeonstave Free
- Voltaic Staff Free
- Tremorstave 5 pts
- Abyssal Staff 5 pts
- Eldritch Lance 10 pts
- May take one of the following:
  - Solar Pulse 20 pts
  - Timesplinter Cloak 30 pts
  - Nightmare Shroud 10 pts
  - Chronometron 15 pts
  - Harp of Dissonance 25 pts
- *May take wargear from the Necron armoury including Leader and Cryptek only items.*

## CORE

### Necron Warrior – 13 pts

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

**Wargear:**  
Gauss Flayer

**Special Rules:**  
Reanimation Protocols

### Necron Immortal – 17 pts

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

**Special Rules:**  
Reanimation Protocols

**Wargear:**  
Gauss Blaster

**Options:**

- May exchange its Gauss Blaster for:
  - Tesla Carbine Free

## SPECIAL

### Necron Deathmark – 19 pts

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

**Wargear:**  
Synaptic Disintegrator

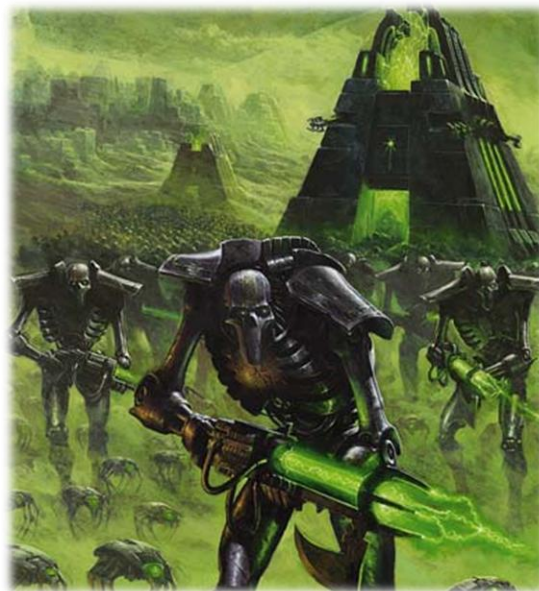
**Special Rules:**  
Hunters from Hyperspace, Reanimation Protocols

**Special Rule – Ethereal Interception:**

The Deathmark has Ethereal Interception from Codex Necrons, and may Deep Strike in contradiction to the Kill Team rules. The model may only Deep Strike when using the Ethereal Interception rule and cannot use it normally.

**Options:**

- *May take wargear from the Necron armoury.*



### Flayed One – 13 pts

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

**Wargear:**  
Close-combat weapon

**Special Rules:**  
Infiltrate, Reanimation Protocols

## Necron Destroyer – 40 pts

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

**Unit Type:** Jump Infantry

**Wargear:**

Gauss Cannon

**Special Rules:**

Preferred Enemy (Everything!), Reanimation Protocols

**Options:**

- May exchange Gauss Cannon with:  
- Heavy Gauss Cannon 20 pts

## Lychguard – 40 pts

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

**Wargear:**

Warscythe

**Special Rules:**

Reanimation Protocols

**Options:**

- May exchange Warscythe with:  
- Hyperphase Sword & Dispersion Shield 5 pts
- *May take wargear from the Necron armoury.*

## Triarch Praetorian – 40 pts

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

**Unit Type:** Jump Infantry

**Wargear:**

Rod of Covenant

**Special Rules:**

Fearless, Reanimation Protocols

**Options:**

- May exchange Rod of Covenant with:  
- Voidblade & Particle Caster 5 pts
- *May take wargear from the Necron armoury.*

## Tomb Blade – 20 pts

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

**Unit Type:** Jetbike

**Wargear:**

Twin-linked Tesla Carbine

**Special Rules:**

Reanimation Protocols

**Options:**

- May exchange Rod of Covenant with:  
- Twin-linked Gauss Blasters Free
- Particle Beamer 10 pts
- *May take wargear from the Necron armoury including Tomb Blade only items.*

## Canoptek Scarab Swarm – 45 pts

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

**Unit Type:** Beasts

**Special Rules:**

Squad (3 Canoptek Scarab bases), Entropic Strike, Fearless, Swarms

## Canoptek Wraith – 35 pts

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

**Unit Type:** Jump Infantry

**Wargear:**

Phase Shifter

**Special Rules:**

Fearless, Phase Attacks, Wraithflight

**Options:**

- May take one of the following:
  - Particle Caster 5 pts
  - Whip Coils 10 pts
  - Transdimensional Beamer 15 pts
- *May take wargear from the Necron armoury.*

## NECRON ARMOURY

**Resurrection Orb (Leader Only) – 30 pts**

*Rule Adjustment:* The bearer and all Necron models within 6" pass Reanimation Protocol rolls on a 4+.

**Targeting Relay (Leader Only) – 15 pts**

If the bearer shoots at an enemy model and manages at least one hit, place a counter next to the target. All other friendly models that shoot at the same target during the same phase count their weapons as Twin-linked.

**Destroyer Body (Lord Only) – 30 pts**

The Necron Lord has been grafted into a Destroyer body and gains +1 Toughness. It also gains the Jump unit type, and the Preferred Enemy (Everything!) special rule.

**Pariah (Lord Only) – 20 pts**

Any enemy model within 3" of a Pariah reduces their Leadership value by 2. Also, the Lord automatically succeeds Deny the Witch rolls.

**Gloom Crystal (Cryptek Only) – 15 pts**

The Gloom Crystal creates a zone shrouded from warp power. The Cryptek or any friendly model within 6" passes Deny the Witch rolls on a 4+.

**Seismic Receptacle (Cryptek Only) – 10 pts**

Any model that tried to Charge the Cryptek counts as charging through Difficult Terrain.

**Statis 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**

*Rule Adjustment:* Flickering witch-fires blaze from the Cryptek's eyes. The Cryptek and friendly models within 6" count as having Defensive Grenades.

**Shield Vanes (Tomb Blades Only) – 10 pts**

Many Tomb Blades run with additional armour panels. The model has an armour save of 3+.

**Disruption Field – 15 pts**

The model gains a 5+ Invulnerable save against attacks in the Shooting phase.

**Shadowloom – 10 pts**

The Shadowloom projects an aura of darkness around its bearer. The model gains the Stealth special rule.

**Nebuloscope – 10 pts**

This device allows the model to track his prey through seven different dimensions. The model gains +1 to its BS.

**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.