

KILL TEAM NECRONS

Codex: Necrons

This team list uses the special rules and wargear found in Codex: Necrons. If a rule differs from the Codex, it will be clearly stated.

Dimensional Travel

Necron Deathmarks and Flayed Ones may Deep Strike as normal (see the Built-up Area rule in the Kill Team rules).

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.

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".

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

35 points

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

Destroyer Body:

May be equipped with a Destroyer Body for 30 points and gain +1 Toughness. It also gains the Jump unit type, and the Preferred Enemy (Everything!) special rule.

Options:

- May replace 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 points

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 points

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 points

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

Options:

- May replace Gauss Blaster with:
 - Tesla Carbine

Free

Wargear:

- Gauss Blaster

Special Rules:

- Reanimation Protocols

SPECIAL

Deathmarks

19 points

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

Wargear:

- Synaptic Disintegrator

Special Rules:

- Reanimation Protocols
- Deep Strike
- Hunters from Hyperspace
- Ethereal Interception

Lychguard

40 points

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

Options:

- May replace Warscythe with:
 - Hyperphase Sword and Dispersion Shield
- *May take wargear from the Necron armoury.*

5 pts

Wargear:

- Warscythe

Special Rules:

- Reanimation Protocols

Triarch Praetorian

40 points

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

Options:

- May replace Rod of Covenant with:
 - Voidblade and Particle Caster
- *May take wargear from the Necron armoury.*

Free

Unit Type: Jump Infantry**Special Rules:**

- Reanimation Protocols
- Fearless

Wargear:

- Rod of Covenant

Flayed One

13 points

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

Wargear:

- Close Combat Weapon

Special Rules:

- Reanimation Protocols
- Deep Strike
- Infiltrate
- Non-Learning

Canoptek Scarab Swarm

15 points

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

Unit Type: Beasts**Special Rules:**

- Entropic Strike
- Fearless
- Swarms
- Non-Learning

Wargear:

- Close Combat Weapon

Canoptek Wraith

35 points

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

Unit Type: Jump Infantry**Special Rules:**

- Phase Attacks
- Fearless
- Wraithflight
- Non-Learning

Wargear:

- Phase Shifter

Options:

- May take one of the following:
 - Particle Caster 5 pts
 - Whip Coils 10 pts
 - Transdimensional Beamer 15 pts

Tomb Blade

20 points

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

Unit Type: Jetbike**Special Rules:**

- Reanimation Protocols

Wargear:

- Twin-linked Tesla Carbine

Options:

- May replace Twin-linked Tesla Carbine with:
 - Twin-linked Gauss Blaster Free
 - Particle Beamer 10 pts
- May take any of the following:
 - Nebuloscope 5 pts
 - Shadowloom 10 pts
 - Shield Vane 10 pts

Necron Destroyer

40 points

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

Unit Type: Jump Infantry**Special Rules:**

- Reanimation Protocols
- Preferred Enemy (Everything!)

Wargear:

- Gauss Cannon

Options:

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

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.

Disruption Field (Leader Only) – 10 pts

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

Quantum Shielding (Lord Only) – 20 pts

Quantum Shielding gives the model a 3+ invulnerable save, but if the save is ever failed, the shielding is destroyed and may not be used for the rest of the battle.

Pariah (Lord Only) – 15 pts

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

Necrontyr Command (Lord Only) – 10 pts

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

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) – 15 pts

Instead of Overwatch, the Cryptek may activate his Seismic Receptacle. Any enemy model who charges the Cryptek counts a 3" radius around the model as Difficult Terrain (i.e. it would cost 6" worth of movement to move through).

Stasis 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. These can only be used in the Assault phase, but does not have the One Use rule.

Shadowloom – 10 pts

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

Nebuloscope – 5 pts

This device allows the model to track his prey through seven different dimensions. The model has a Ballistic Skills of 5.

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.