New Roster (Warhammer 40,000 9th Edition) [38 PL, 6CP, 746pts]

Battalion Detachment 0CP (Necrons) [38 PL, 6CP, 746pts]

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: Dynasty: Szarekhan

Categories: CONFIGURATION

Dynastic Code: *Uncanny Artificers*

Dynastic Code	Description	Ref
Uncanny Artificers	Each time a model with this code would lose a wound as the result of a mortal wound, roll one D6; on a 5+ that wound is not lost. Each time a unit with this code is selected to shoot or fight, you can re-roll one wound roll when making that unit's attacks. When the Protocol of the Undying Legions becomes active for your army, if every unit in your army (excluding DYNASTIC AGENT and C'TAN SHARD units) has this code, you can select both of that command protocol's directives instead of just one.	Codex: Necrons p53

HQ [8 PL, 155pts]

Chronomancer [4 PL, 80pts]

Selections: Chronotendrils, Entropic Lance

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

Rules: *Command Protocols, Living Metal*

Abilities: *Chronometron, Dynastic Advisors, Timesplinter Mantle*, **Unit:** *Chronomancer*, **Weapon:** *Chronotendrils, Entropic Lance (Melee), Entropic Lance (Shooting)*

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 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]	Codex: Necrons p90
Timesplinter Mantle	This model has a 4+ invulnerable save.	Codex: Necrons p91

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Chronotendrils	Melee	Melee	User	0	1	Each time the bearer fights, it makes 3 additional attacks with this weapon.	Codex: Necrons p113
Entropic Lance (Melee)	Melee	Melee	User	-3	3	-	Codex: Necrons p114
Entropic Lance (Shooting)	18"	Assault 1	8	-3	D3+3	-	Codex: Necrons p112

Royal Warden [4 PL, 75pts]

Selections: Relic Gauss Blaster, Relic: Veil of Darkness, Warlord, Warlord Trait (Szarekhan): The Triarch's Will

Categories: Character, Faction: <Dynasty>, Faction: Necrons, Infantry, Royal Warden, HQ, Warlord

Rules: *Command Protocols, Living Metal*

Abilities: *Adaptive Strategy, Relentless March (Aura), Veil of Darkness*, **Unit:** *Royal Warden*, **Warlord Trait:** *The Triarch's Will*, **Weapon:** *Relic Gauss Blaster*

Abilities	Description	Ref
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.	Codex: Necrons p86
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
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
Royal Warden	6"	3+	3+	5	5	4	3	10	3+	Codex: Necrons p86

Warlord Trait	Description	Ref
The Triarch's Will	If your WARLORD has this Warlord Trait, then when assigning command protocols for the battle, you can select four command protocols instead of five, and then one of those command protocols can be assigned to two battle rounds instead of one.	Codex: Necrons p65

Weapon	Range	Type	S	AP	D	Abilities	Ref
Relic Gauss Blaster	30"	Rapid Fire 2	5	-2	2	-	Codex: Necrons p112

Troops [12 PL, 221pts]

Necron Warriors [12 PL, 221pts]

Categories: Faction: <Dynasty>, Faction: Necrons, Infantry, Core, Necron Warriors, Troops

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

Abilities: *Their Number Is Legion*

17x Necron Warrior (Gauss Reaper) [221pts]

    Selections: 17x 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

Elites [10 PL, 210pts]

Skorpekh Destroyers [10 PL, 210pts]

Categories: Faction: <Dynasty>, Faction: Necrons, Faction: Destroyer Cult, Infantry, Skorpekh Destroyers, Elites

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

Abilities: *Hardwired for Destruction*

2x Skorpekh Destroyer (Reap-Blade) [70pts]

    Selections: 2x Hyperphase Reap-Blade

    Unit: *Skorpekh Destroyer*, **Weapon:** *Hyperphase Reap-Blade*

4x Skorpekh Destroyer (Thresher) [140pts]

    Selections: 4x Hyperphase Threshers

    Unit: *Skorpekh Destroyer*, **Weapon:** *Hyperphase Threshers*

Abilities	Description	Ref
Hardwired for Destruction	Each time this model makes an attack, re-roll a hit roll of 1.	Codex: Necrons p86

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Skorpekh Destroyer	8"	3+	3+	5	5	3	3	10	3+	Codex: Necrons p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hyperphase Reap-Blade	Melee	Melee	+2	-4	3	-	Codex: Necrons p114
Hyperphase Threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Necrons p114

Fast Attack [4 PL, 90pts]

Canoptek Scarab Swarms [2 PL, 45pts]

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

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

3x Canoptek Scarab Swarm [45pts]

Selections: 3x 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

Canoptek Scarab Swarms [2 PL, 45pts]

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

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

3x Canoptek Scarab Swarm [45pts]

Selections: 3x 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 [4 PL, 70pts]

Lokhust Heavy Destroyers [4 PL, 70pts]

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*

Lokhust Heavy Destroyer (Gauss Destructor) [4 PL, 70pts]

Selections: Gauss Destructor [15pts]

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 caontains 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)