New Roster (Warhammer 40,000 9th Edition) [36 PL, 6CP, 750pts]

Patrol Detachment 0CP (Necrons) [36 PL, 6CP, 750pts]

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: Circumstance of Awakening: Healthy Paranoia, Dynastic Tradition: Superior Artisans, Dynasty: <Custom>
Categories: CONFIGURATION
Dynastic Code: *Healthy Paranoia, Superior Artisans*

Dynastic Code	Description	Ref
Healthy Paranoia	Add 3" to the Range characteristic of ranged weapons (excluding Pistols) that models with this code are equipped with.	Codex: Necrons p55
Superior Artisans	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.	Codex: Necrons p54

HQ [4 PL, 80pts]

Technomancer [4 PL, 80pts]
Selections: Canoptek Cloak [5pts], Relic: Voltaic Staff, Staff of Light, Warlord, Warlord Trait (Codex 4): Thrall of the Silent King
Categories: CHARACTER, CRYPTEK, FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, TECHNOMANCER, HQ, WARLORD, FLY
Rules: *Command Protocols, Living Metal*
Abilities: *Canoptek Cloak, Dynastic Advisors, Rites of Reanimation*, **Unit:** *Technomancer*, **Warlord Trait:** *Thrall of the Silent King*, **Weapon:** *Staff of Light (Melee), Staff of Light (Shooting), Voltaic Staff (Melee), Voltaic Staff (Shooting)*

Abilities	Description	Ref
Canoptek Cloak	The bearer has a Move characteristic of 10" and the FLY keyword. In addition, at the end of your Movement phase, you can repair one friendly <DYNASTY> model within 3" of this model. That model regains up to D3 lost wounds. Each model can only be repaired once per turn.	Codex: Necrons p90
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
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.	Codex: Necrons p84

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Technomancer	5"	3+	3+	4	4	4	1	10	4+	Codex: Necrons p90

Warlord Trait	Description	Ref
Thrall of the Silent King	Add 3" to the range of this WARLORD's aura abilities (to a maximum of 9"). In addition, when this WARLORD uses its My Will Be Done, The Lord's Will or Adaptive Strategy abilities, you can select one friendly <DYNASTY> CORE unit within 12" of this WARLORD instead of 9"	Codex: Necrons p64

Weapon	Range	Type	S	AP	D	Abilities	Ref
Staff of Light (Melee)	Melee	Melee	User	-2	1	-	Codex: Necrons p115
Staff of Light (Shooting)	18"	Assault 3	5	-2	1	-	Codex: Necrons p113
Voltaic Staff (Melee)	Melee	Melee	+1	-2	2	This Relic replaces a staff of light.	Codex: Necrons p66
Voltaic Staff (Shooting)	18"	Assault 4	6	-2	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores 2 additional hits. This Relic replaces a staff of light.	Codex: Necrons p66

Troops [14 PL, 300pts]

Immortals [4 PL, 85pts]

Selections: Gauss Blaster, 5x Immortal [85pts]
Categories: FACTION: <DYNASTY>, FACTION: NECRONS, IMMORTALS, INFANTRY, CORE, TROOPS
Rules: *Command Protocols, Objective Secured, Reanimation Protocols*
Unit: *Immortal*, **Weapon:** *Gauss Blaster*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Immortal	5"	3+	3+	4	5	1	2	10	3+	Codex: Necrons p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Blaster	30"	Rapid Fire 1	5	-2	1	-	Codex: Necrons p112

Immortals [4 PL, 85pts]

Selections: Gauss Blaster, 5x Immortal [85pts]
Categories: FACTION: <DYNASTY>, FACTION: NECRONS, IMMORTALS, INFANTRY, CORE, TROOPS
Rules: *Command Protocols, Objective Secured, Reanimation Protocols*
Unit: *Immortal*, **Weapon:** *Gauss Blaster*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Immortal	5"	3+	3+	4	5	1	2	10	3+	Codex: Necrons p92

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Blaster	30"	Rapid Fire 1	5	-2	1	-	Codex: Necrons p112

Necron Warriors [6 PL, 130pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, CORE, NECRON WARRIORS, TROOPS
Rules: *Command Protocols, Objective Secured, Reanimation Protocols*
Abilities: *Their Number Is Legion*

10x Necron Warrior (Gauss Flayer) [130pts]

Selections: 10x Gauss Flayer
Unit: *Necron Warrior*, **Weapon:** *Gauss Flayer*

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 Flayer	24"	Rapid Fire 1	4	-1	1	-	Codex: Necrons p112

Elites [7 PL, 140pts]

Triarch Stalker [7 PL, 140pts]

Selections: Heat Ray [5pts], Stalker's Forelimbs

Categories: FACTION: NECRONS, TRIARCH STALKER, VEHICLE, DYNASTIC AGENT, TRIARCH, QUANTUM SHIELDING, ELITES

Rules: *Command Protocols, Living Metal*

Abilities: *Quantum Shielding, Targeting Relay*, **Explosion:** *Explodes (6/6/D3)*, **Unit:** *Triarch Stalker [1] (7+ Wounds Remaining), Triarch Stalker [2] (4-6 Wounds Remaining), Triarch Stalker [3] (1-3 Wounds Remaining)*, **Weapon:** *Heat Ray (Dispersed), Heat Ray (Focused), Stalker's Forelimbs*

Abilities	Description	Ref
Quantum Shielding	This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.	Codex: Necrons p88
Targeting Relay	Each time this model makes a ranged attack against an enemy unit, if a hit is scored, until the end of the phase, each time another friendly NECRONS model makes a ranged attack against that enemy unit, re-roll a hit roll of 1.	Codex: Necrons p97

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (6/6/D3)	6	6"	D3	Codex: Necrons p97

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Triarch Stalker [1] (7+ Wounds Remaining)	10"	3+	3+	7	6	12	3	10	3+	Codex: Necrons p97
Triarch Stalker [2] (4-6 Wounds Remaining)	8"	4+	4+	7	6	12	3	10	3+	Codex: Necrons p97
Triarch Stalker [3] (1-3 Wounds Remaining)	6"	5+	5+	7	6	12	3	10	3+	Codex: Necrons p97

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heat Ray (Dispersed)	12"	Heavy 2D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.	Codex: Necrons p112
Heat Ray (Focused)	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	Codex: Necrons p112
Stalker's Forelimbs	Melee	Melee	User	-2	3	-	Codex: Necrons p115

Fast Attack [11 PL, 230pts]

Ophydian Destroyers [5 PL, 105pts]

Categories: Faction: <Dynasty>, Faction: Necrons, Faction: Destroyer Cult, Infantry, Ophydian Destroyers, Fast Attack

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

Abilities: *Hardwired for Destruction, Tunnelling Horrors, Whipcoil Bodies*

Ophydian Destroyer (Reap-Blade) [35pts]

Selections: Ophydian Claws, Two Hyperphase Reap-Blades

Abilities: *Hyperphase Reap-Blades*, **Unit:** *Ophydian Destroyer*, **Weapon:** *Hyperphase Reap-Blade, Ophydian Claws*

2x Ophydian Destroyer (Thresher) [70pts]

Selections: 2x Hyperphase Threshers, 2x Ophydian Claws

Unit: *Ophydian Destroyer*, **Weapon:** *Hyperphase Threshers, Ophydian Claws*

Abilities	Description	Ref
Hardwired for Destruction	Each time this model makes an attack, re-roll a hit roll of 1.	Codex: Necrons p86
Hyperphase Reap-Blades	Each time a model in this unit makes an attack with a hyperphase reap-blade, an unmodified hit roll of 6 scores 1 additional hit.	Codex: Necrons p102
Tunnelling Horrors	During deployment, you can set up this unit underground instead of setting it up 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.	Codex: Necrons p102
Whipcoil Bodies	Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.	Codex: Necrons p102

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ophydian Destroyer	10"	3+	3+	4	4	3	3	10	4+	Codex: Necrons p102

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
Ophydian Claws	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.	Codex: Necrons p114

Triarch Praetorians [6 PL, 125pts]

Selections: Rod of Covenant, 5x Triarch Praetorian [125pts]

Categories: Infantry, Faction: Necrons, Fly, Triarch Praetorians, Triarch, Dynastic Agent, Fast Attack

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

Unit: *Triarch Praetorian*, **Weapon:** *Rod of Covenant (Melee), Rod of Covenant (Shooting)*

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Triarch Praetorian	10"	3+	3+	5	5	2	3	10	3+	Codex: Necrons p103

Weapon	Range	Type	S	AP	D	Abilities	Ref
Rod of Covenant (Melee)	Melee	Melee	User	-3	2	-	Codex: Necrons p115
Rod of Covenant (Shooting)	12"	Assault 1	5	-3	2	-	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)