Toni Borg Phase 1 (Warhammer 40,000 9th Edition) [40 PL, 6CP, 747pts]

Patrol Detachment 0CP (Necrons) [40 PL, 6CP, 747pts]

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 CP

Categories: CONFIGURATION

Dynasty Choice

Selections: Dynasty: Nihilakh

Categories: CONFIGURATION

Rules: *Objective Secured*

Dynastic Code: *Aggressively Territorial*

Dynastic Code	Description	Ref
Aggressively Territorial	Units with this code have the Objective Secured ability. If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker. Each time an attack with an Armour Penetration characteristic of -1 is allocated to a model with this code, if that model's unit is wholly within its controller's deployment zone, that attack has an Armour Penetration characteristic of 0 instead. When the Protocol of the Eternal Guardian 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 p52

HQ [9 PL, 155pts]

Catacomb Command Barge [9 PL, 155pts]

Selections: Gauss Cannon [5pts], Relic: Voidreaper, Warlord, Warlord Trait (Codex 2): Eternal Madness, Warscythe [5pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, CATACOMB COMMAND BARGE, FLY, OVERLORD, VEHICLE, CHARACTER, QUANTUM SHIELDING, NOBLE, HQ, WARLORD

Rules: *Command Protocols, Living Metal*

Abilities: *Hovering, My Will Be Done, Quantum Shielding, Relentless March (Aura),* **Explosion:** *Explodes (6/3/1),* **Unit:** *Catacomb Command Barge,* **Warlord Trait:** *Eternal Madness,* **Weapon:** *Gauss Cannon, Voidreaper, Warscythe*

Abilities	Description	Ref
Hovering	Distances are measured to and from either this model's hull or its base, whichever is the closest.	Codex: Necrons p88
My Will Be Done	In your Command phase, you can select one friendly <DYNASTY> CORE unit within 9" of this unit. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.	Codex: Necrons p88
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
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

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (6/3/1)	6	3"	1	Codex: Necrons p88

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Catacomb Command Barge	12"	2+	2+	5	6	9	4	10	3+	Codex: Necrons p88

Warlord Trait	Description	Ref
Eternal Madness	Each time this WARLORD makes a melee attack, you can re-roll the wound roll.	Codex: Necrons p64

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Cannon	24"	Heavy 3	6	-3	D3	-	Codex: Necrons p112
Voidreaper	Melee	Melee	+2	-4	3	Each time an attack is made with this weapon, rules that ignore wounds cannot be used. This Relic replaces a warscythe or voidscythe.	Codex: Necrons p66
Warscythe	Melee	Melee	+2	-4	2	-	Codex: Necrons p115

Troops [20 PL, 362pts]

Immortals [8 PL, 102pts]

Selections: Gauss Blaster, 6x Immortal [102pts]

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

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 Reaper) [130pts]

Selections: 10x 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 [7 PL, 140pts]

Lychguard [7 PL, 140pts]

Selections: 5x Lychguard [140pts], Warscythe
Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, LYCHGUARD, CORE, ELITES
Rules: *Command Protocols, Living Metal, Reanimation Protocols*
Abilities: *Guardian Protocols*, **Unit:** *Lychguard*, **Weapon:** *Warscythe*

Abilities	Description	Ref
Guardian Protocols	While a friendly <DYNASTY> INFANTRY NOBLE or DYNASTIC AGENT INFANTRY NOBLE unit is within 3" of this unit, enemy units cannot target that unit with ranged weapons.	Codex: Necrons p94

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Lychguard	5"	3+	3+	5	5	2	3	10	3+	Codex: Necrons p94

Weapon	Range	Type	S	AP	D	Abilities	Ref
Warscythe	Melee	Melee	+2	-4	2	-	Codex: Necrons p115

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

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)

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