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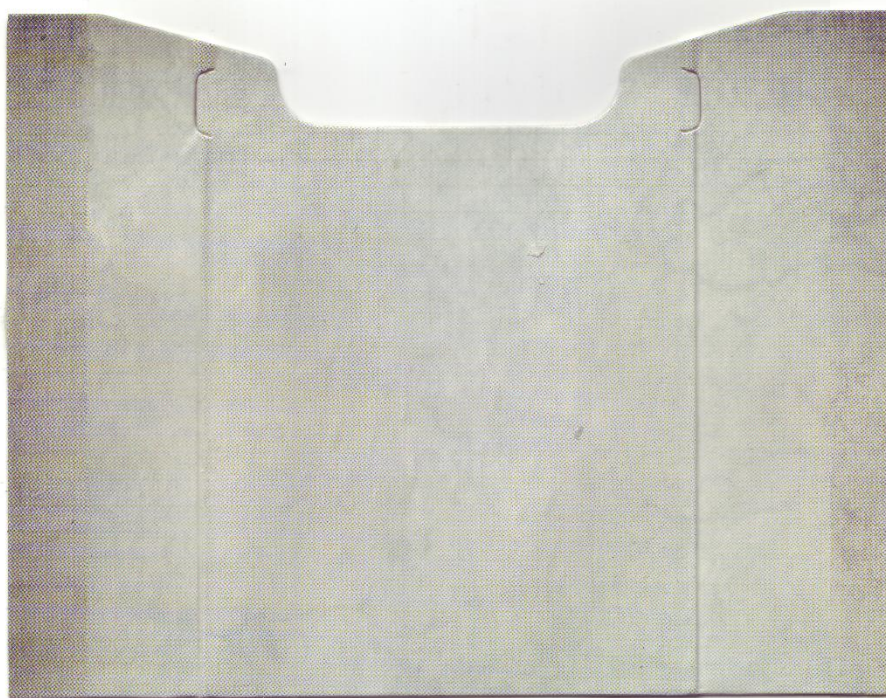
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This set contains 47 Stratagems, 9 'C'tan Powers
and 6 Command Protocols on individual
cards, as a handy reference for use with your
Necrons army.
You will need a copy of Codex: Necrons to use the
contents of this set.





POWER OF THE C'TAN

1. ANTIMATTER METEOR

This C'tan Shard gathers an orb of roiling antimatter, before hurling the crackling projectile into the midst of the foe.



Roll one D6, adding 1 to the roll if this C'tan Shard is a Tesseract Vault: on a 3-5, the closest enemy unit that is within 24" of and visible to this C'tan Shard suffers 3 mortal wounds; on a 6+, that enemy unit suffers D3+3 mortal wounds

POWER OF THE C'TAN

2. TIME'S ARROW

Twisting the flow of causality and remoulding temporal streams, this C'tan Shard erases its foe's existence from space and time.



Select one enemy unit within 18" of and visible to this C'tan Shard. Roll one D6, adding 1 to the roll if this C'tan Shard is a Tesseract Vault: if the total equals or exceeds the Wounds characteristic of any models in that enemy unit, your opponent selects one of those models to be destroyed.

POWER OF THE C'TAN

3. SKY OF FALLING STARS

Savagely beautiful spheres of coruscating light plummet from the cold depths of space, growing to roaring bale-stars as they approach, then impacting with killing force.



Select up to three enemy units within 24" of this C'tan Shard. For each of those units, roll one D6: on a 1-5, if the dice result is less than the number of models in that unit, that unit suffers D3 mortal wounds. If this C'tan Shard is a Tesseract Vault, that unit suffers 3 mortal wounds from this power, instead of D3.

POWER OF THE C'TAN

4. COSMIC FIRE

At this C'tan Shard's gestured command, a pillar of black fire streaks down from the heavens to consume the foe.



Roll one D6 for each enemy unit within 9" of this C'tan Shard: on a 4+, that unit suffers D3 mortal wounds. If this C'tan Shard is a Tesseract Vault, units suffer 3 mortal wounds from this power, instead of D3.

POWER OF THE C'TAN

5. SEISMIC ASSAULT

Stone fractures and ores melt as the C'tan Shard drags up tides of magma from deep below. Foes are plunged screaming into steam-gushing vents as the land shatters beneath them, while tectonic shock waves hurl others from their feet with bonebreaking force



Select one enemy unit within 18" of and visible to this C'tan Shard. Roll one D6 for each model in that unit, adding 1 to the roll if this C'tan Shard is a Tesseract Vault: for each 6+, that unit suffers 1 mortal wound, to a maximum of 10 mortal wounds.

POWER OF THE C'TAN

6. TRANSDIMENSIONAL THUNDERBOLT

The C'tan Shard projects a crackling bolt of energy from its outstretched palm, blasting its foe into oblivion.



Select one enemy unit within 24" of and visible to this C'tan Shard (an enemy Character unit with a Wounds characteristic of 9 or less cannot be selected for this power while it is within 3" of another enemy unit, unless that Character unit is the closest visible enemy unit). Roll one D6: on a 2+, that unit suffers D3 mortal wounds. Then, roll one D6 for each other enemy unit within 3" of the selected unit: on a 4+, that unit suffers 1 mortal wound. If this C'tan Shard is a Tesseract Vault, roll for each other enemy unit within 6" of the selected unit, instead of 3".

UNIQUE C'TAN POWER

C'TAN SHARD OF THE NIGHTBRINGER - GAZE OF DEATH

Dark energies leap from the Shards eyes and its distended maw, reducing foes to blackened bones crawling with frost.



Select one enemy unit within 9" of and visible to this C'tan Shard. Roll three D6s: for each 4+, that unit suffers D3 mortal wounds.

UNIQUE C'TAN POWER

C'TAN SHARD OF THE DECEIVER - COSMIC INSANITY

The C'tan Shard of the Deceiver uses its powers to flood his victims' minds with vast and terrible cosmic truths, overwhelming even the most ironclad minds and driving them instantly and irrevocably



Select one enemy unit within 12" of and visible to this C'tan Shard. Roll one D6 and add this C'tan Shard's Leadership characteristic to the result. Your opponent then rolls one D6 and adds the Leadership characteristic of the selected unit to the result. That enemy unit suffers 1 mortal wound for each point by which your total exceeds your opponents.

UNIQUE C'TAN POWER

C'TAN SHARD OF THE VOID DRAGON - VOLTAIC STORM

When this C'tan points one imperious hand, foes reel as the air sings with a monstrous whine. The awful sound builds, then erupts into a sudden and ferocious storm of emerald lightning to annihilate all it touches.

Select one enemy unit within 18" of and visible to this C'tan Shard (an enemy Character unit with a Wounds characteristic of 9 or less cannot be selected for this power while it is within 3" of another enemy unit, unless that Character unit is the closest visible enemy unit). Roll one D6: on a 2+, that unit suffers D3 mortal wounds (it suffers D6 mortal wounds instead if it has the Vehicle keyword) and, until the start of your next turn, if that unit is a Vehicle whose characteristics change as it loses wounds, then it halves the number of wounds it has remaining when determining what characteristics to use.



COMMAND PROTOCOL

1. PROTOCOL OF THE ETERNAL GUARDIAN

Temporary dimensional shielding flickers into being around the Necrons as they stand tall upon the battlefield like graven statues.

- **Directive 1:** Each time an attack is made against this unit, if it did not make a Normal Move, Advance or Fall Back this battle round, this unit receives the benefit of Light Cover, as described in the Warhammer 40,000 Core Book.
- **Directive 2:** Each time an enemy unit declares a charge against this unit, if this unit is not within Engagement Range of any enemy units, it can either Hold Steady or Set to Defend.
 - If it Holds Steady, then until the end of the phase, any Overwatch attacks made by models in that unit score hits on unmodified rolls of 5+, instead of 6.
 - If it Sets to Defend, then until the end of the phase, it cannot fire Overwatch, but until the end of the next Fight phase, each time a model in that unit makes a melee attack, add 1 to that attack's hit roll.

COMMAND PROTOCOL

2. PROTOCOL OF THE SUDDEN STORM

Arcing energies leap from one Necron unit to the next, lending speed to their limbs and causing their eye lenses to blaze.



- **Directive 1:** Add 1" to the Move characteristic of models in this unit.
- **Directive 2:** If this unit is performing an action, it can still make attacks with ranged weapons without that action failing.

COMMAND PROTOCOL

3. PROTOCOL OF THE VENGEFUL STARS

Criss-cross fire leaps from the Necron ranks, forming a blazing corona of deadly energy from which there can be no escape.



- **Directive 1:** Each time a model in this unit makes a ranged attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.
- **Directive 2:** Each time a model in this unit makes a ranged attack that targets a unit within half range, the target does not receive the benefits of cover to its saving throw against that attack.

COMMAND PROTOCOL

4. PROTOCOL OF THE HUNGRY VOID

The Necrons strike with data-augmented accuracy, their murderous attacks as inescapable as the killing cold of space.



- **Directive 1:** Each time a model in this unit makes a melee attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.
- **Directive 2:** Each time a model in this unit makes a melee attack, if this unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's Strength characteristic.

COMMAND PROTOCOL

5. PROTOCOL OF THE UNDYING LEGIONS

At a hissing static signal, nanoscarabs are released in boiling black clouds that whirl about the legions and effect constant repairs.



- **Directive 1:** Each time this unit uses its Living Metal ability, each model in this unit regains 1 additional lost wound.
- **Directive 2:** Each time you make Reanimation Protocol rolls for this unit, you can re-roll one of the dice.

COMMAND PROTOCOL

6. PROTOCOL OF THE CONQUERING TYRANT

The legions employ the strategies of their masters in perfect synchronicity, laying down hails of mechanically coordinated fire.



- **Directive 1:** Add 3" to the range of this unit's aura abilities (to a maximum of 12") and increase the range of the following abilities this unit has by 3" (to a maximum of 12"): Lord's Will; My Will Be Done; Rites of Reanimation.
- **Directive 2:** This unit is eligible to shoot in a turn in which it Fell Back, but if it does, then until the end of the turn, each time a model in this unit makes a ranged attack, subtract 1 from that attack's hit roll.

CORE STRATAGEM

INSANE BRAVERY

Whether by design or flaw, the warriors of the dynasties will fight through horrors that would drive the minds of lesser races to insanity.



Use this Stratagem before you take a Morale test for a unit in your army. That test is automatically passed (do not roll any dice). You can only use this Stratagem once per battle.

2 COMMAND POINTS

CORE STRATAGEM

COUNTER-OFFENSIVE

The extent of the enemy's mistake rapidly becomes clear as their charge breaks against the Necron ranks; it is an error of judgement that the tomb worlds warriors are quick to punish them for.



Use this Stratagem after an enemy unit has fought in this turn. Select one of your own eligible units and fight with it next.

2 COMMAND POINTS



CORE STRATAGEM

FIRE OVERWATCH

Emotionless as automata, the Necron ranks level their guns at the charging foe and loose rippling volleys into their midst.



Use this Stratagem after an enemy unit has declared a charge against one or more units from your army. One of the units that was chosen as the target of that charge can fire Overwatch before the charge roll is made.

1 COMMAND POINT

CORE STRATAGEM

EMERGENCY DISEMBARKATION

Driven by saviour protocols, the Necrons force their way clear of the collapsing vehicular portal.

Use this Stratagem when a **Transport** model from your army is destroyed. All units that are embarked within that model can be set up wholly within 6" of the destroyed model when they disembark instead of the normal 3" before the model itself is removed from the battlefield. These units are not affected by the destroyed model's Explodes ability (or equivalent) - instead you must roll one D6 for each model you just set up on the battlefield. Instead of one model that disembarked (your choice) being destroyed for each roll of 1, one model that disembarked (your choice) is destroyed for each roll of 1 or 2. Units cannot declare a charge or perform a Heroic Intervention in the same turn that they disembarked from a destroyed **Transport** model.

1 COMMAND POINT

CORE STRATAGEM

DESPERATE BREAKOUT

Whether by localised teleportation or sheer relentless strength, the Necrons rapidly relocate.

Use this Stratagem in your Movement phase. Select one unit from your army that has not been selected to move this phase and which is in Engagement Range with at least one enemy unit. Roll one D6 for each model in that unit; for each result of 1, one model in that unit of your choice is destroyed. Assuming that unit was not destroyed, it can now attempt to Fall Back, and when doing so its models can be moved across enemy models as if they were not there. Any model in that unit that ends its Fall Back move within Engagement Range of any enemy model is destroyed. Assuming the unit is not destroyed, it cannot do anything else this turn (i.e. it cannot attempt to manifest psychic powers, shoot, declare a charge, be selected to fight etc.), even if it has a rule that would allow it to do so after Falling Back.

2 COMMAND POINTS

CORE STRATAGEM

CUT THEM DOWN

Mercy is not an affliction from which the Lords of the Necron legions could ever be accused of suffering.



Use this Stratagem when an enemy unit Falls Back, before any models in that unit are moved. Roll one D6 for each model from your army that is within Engagement Range of that enemy unit; for each result of 6, that enemy unit suffers 1 mortal wound.

1 COMMAND POINT

CORE STRATAGEM

COMMAND RE-ROLL

The masters of the Necrons have waited too long for their races return to glory to see it jeopardised by a solitary failure.



Use this Stratagem after you have made a hit roll, a wound roll, a damage roll, a saving throw, an Advance roll, a charge roll, a Psychic test, a Deny the Witch test or you have rolled the dice to determine the number of attacks made by a weapon. Re-roll that roll, test or saving throw.

1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

ATAVISTIC INSTIGATION

As the Doom Scythe screams overhead, its foes search for any cover lest they too be disintegrated in the ensuing onslaught.

Use this Stratagem in your Shooting phase, when a **Doom Scythe** model from your army is selected to shoot. After you select the target unit for that model's heavy death ray, select one enemy unit within 3" of that target (you can select the target itself if you wish); that enemy unit can either brace or duck for cover.

- If that unit braces, and it is not a **Vehicle** or a **Monster** unit, it suffers D3 mortal wounds.
- If that unit ducks for cover, then until the end of the turn, subtract 1 from the Attacks characteristic of models in that unit, and that unit cannot fire Overwatch or Set to Defend (see the Warhammer 40,000 Core Book).

1 COMMAND POINT

WARGEAR STRATAGEM

DISINTEGRATION CAPACITORS

Molecular disintegration emitters activate within these Necrons' weapons even as they open fire, flaying away additional layers of enemy armour in explosive eruptions of glowing dust.



Use this Stratagem in your Shooting phase, when a **Necrons** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a gauss weapon, an unmodified hit roll of 6 automatically wounds the target.

1 COMMAND POINT

WARGEAR STRATAGEM

MALEVOLENT ARCING

Leaping and coiling about its target with malicious pseudo-sentence, the living lightning of these tesla weapons coils outward like a slavers whip to lash at yet more nearby victims.



Use this Stratagem in your Shooting phase, when a **Necrons** model from your army targets an enemy unit with a tesla weapon. After making that weapons attacks, roll one D6 for each other unit within 6" of that enemy unit: on a 4+, the unit being rolled for suffers 1 mortal wound.

1 COMMAND POINT

WARGEAR STRATAGEM

WHIRLING ONSLAUGHT

Skorpekh Destroyers carom into battle with a spiralling gait that allows them to deflect enemy shots with their whirling blades.



Use this Stratagem in any phase, when a **Skorpekh Destroyers** or **Skorpekh Lord** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attacks wound roll.

1 COMMAND POINT

WARGEAR STRATAGEM

QUANTUM DEFLECTION

Necron quantum shielding is a true marvel of techno-arcana, phasing into existence at the moment of impact and capable of adaptive remodulation to diffuse and deflect even the most powerful enemy attacks.



Use this Stratagem in any phase, when a **Necrons Quantum Shielding** unit from your army is selected as the target of an attack. Until the end of the phase, models in that unit have a 4+ invulnerable save.

1 COMMAND POINT

WARGEAR STRATAGEM

SOLAR PULSE

Many Necron weapons contain pulsing orbs, within which is bound the awesome power of a solar flare.



Use this Stratagem in your Shooting phase. Select one enemy unit. Until the end of the phase, each time a model in a **Necrons** unit from your army makes a ranged attack against that enemy unit, the target does not receive the benefits of cover against that attack.

1 COMMAND POINT

WARGEAR STRATAGEM

RECONSTITUTION PROTOCOLS

In response to pre-programmed parameters, this Ghost Ark diverts additional power to rapidly repairing and re-deploying the fallen Necron soldiery that it has harvested from the battlefield.



Use this Stratagem in your Command phase. Select one **Ghost Ark** unit from your army. Until the end of the phase, each time that unit uses its Repair Barge ability, you can set up to D6 destroyed models back up on the battlefield, instead of D3.

1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

STELLAR ALIGNMENT PROTOCOL

Driven by Cryptek manipulation, a key Necron war engine activates backup systems in order to fulfil its crucial pre-aligned role in the wider battle plan.



Use this Stratagem in the Command phase. Select one **Necrons Vehicle** model from your army that has a Wounds characteristic of 10 or more. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use. If that model has the Titanic keyword, this Stratagem costs 2CP, otherwise it costs 1CP.

2/1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

REANIMATION PRIORITISATION

Canoptek Reanimators can quickly re-prioritise which warriors are in greatest need of their healing beams.



Use this Stratagem in your opponents Shooting phase, when a **Necrons** unit from your army is selected as the target of an attack. Select one **Canoptek Reanimator** model in your army that is within 6" of and visible to the targeted unit. That model can use its Nanoscarab Reanimation Beam ability as if it was your Command phase, selecting the targeted unit to be healed by its reanimation beam (any unit that was already being healed by that models reanimation beam is no longer considered to be healed by it).

2 COMMAND POINTS

STRATEGIC PLOY STRATAGEM

BURROWING NIGHTMARES

Writhing and hissing, these Ophydian Destroyers plunge back into the bedrock with slashing claw strokes and flickering dimensional displacements. The foe look on fearfully, knowing that the murderous androids will not remain buried for long.



Use this Stratagem at the start of your Movement phase. Select one **Ophydian Destroyers** unit from your army that is on the battlefield. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set that unit back up on the battlefield anywhere that is more than 9" away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

SELF-DESTRUCTION

If enabled, the self-destruct protocols of Canoptek Scarabs cause them to explode in a hail of razor-sharp armour fragments.



Use this Stratagem in the Fight phase, when a **Canoptek Scarab Swarms** unit from your army is selected to fight. Select one model in that unit. After that unit has finished piling in, you can select one enemy unit within Engagement Range of that model and roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. The **Canoptek Scarab Swarm** model is then destroyed.

1 COMMAND POINTS

STRATEGIC PLOY STRATAGEM

DISRUPTION FIELDS

The thrumming aura of negative energy known as a disruption field warps and dissolves both armour and flesh.



Use this Stratagem in the Fight phase, when a **Necrons Core** unit from your army is selected to fight. Until the end of the phase, add 1 to the Strength characteristic of models in that unit.

1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

REVENGE OF THE DOOMSTALKER

Should their masters be slain, vengeance subprotocols within Canoptek Doomstalkers are triggered. The looming machines swing their guns to bear upon those who struck the killing blow.

Use this Stratagem in any phase, when a **<Dynasty> Character** unit from your army is destroyed by an enemy unit. Select one friendly **<Dynasty> Canoptek Doomstalker** model from your army.

- At the end of the phase, that **Canoptek Doomstalker** model can shoot as if it were your Shooting phase, but it can only target that enemy unit (and only if that enemy unit is an eligible target for that attack).

- Until the end of the battle, each time that **Canoptek Doomstalker** model makes an attack that targets that enemy unit, add 1 to that attack's hit roll.

2 COMMAND POINTS

STRATEGIC PLOY STRATAGEM

PRISMATIC DIMENSIONAL BREACH

Engaging a secondary prismatic filter built into its invasion beam projector, the Necron construct splits the skin of realspace with multiple dimensional doorways from which the dynastic legions advance.



Use this Stratagem in the Reinforcements step of your Movement phase. Select one **<Dynasty> Core** unit from your army that is in Strategic Reserves, and then select one friendly **<Dynasty> Night Scythe** or **<Dynasty> Monolith** model that is on the battlefield. Set that **Core** unit up anywhere on the battlefield that is wholly within 3" of that **Night Scythe** or **Monolith** model and not within Engagement Range of any enemy units. This Stratagem cannot be used in the first battle round.

1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

SHADOWS OF DRAZAK

These Flayed Ones have drawn the crawling shadows of their charnel realm through the veil with them. Now, they slink ever closer to the enemy, their red eyes glowing like eerie lanterns from amidst



Use this Stratagem in any phase, when a **Flayed Ones** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, subtract 1 from that attacks hit roll.

1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

RELENTLESS ONSLAUGHT

The Necron soldiery stride forward, tracking their targets and unleashing volley after volley with merciless efficiency.



Use this Stratagem in your Shooting phase, when a **Core Infantry** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with a Rapid Fire weapon, an unmodified hit roll of 6 scores one additional hit.

1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

AETHERIC INTERCEPTION

With hunters' instincts honed over aeons, the Deathmarks pounce precisely at the moment their prey enter battle, gunning them down before they can even act.

Use this Stratagem in the Reinforcements step of your opponents Movement phase, after an enemy unit has been set up on the battlefield. Select one **Hyperspace Hunter** unit from your army that is either on the battlefield, in a hyperspace dimension or in Strategic Reserves.

- If that **Hyperspace Hunter** unit is in a hyperspace dimension or in Strategic Reserves, set it up anywhere on the battlefield that is within 18" of that enemy unit and more than 9" away from any enemy models.
- That **Hyperspace Hunter** unit can, at the end of the phase, shoot as if it were your Shooting phase, but until the end of the phase it can only target the enemy unit that was just set up on the battlefield (and only if that enemy unit is an eligible target for that attack).

1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

CURSE OF THE PHAERON

Necron nobles are jealously protective of their armoury - should foes destroy such a jewel of the dynastic hoard, they risk triggering vengeance protocols intended to demonstrate the Necrons' displeasure in an explosive fashion.



Use this Stratagem in any phase, when a **Necrons Vehicle** model from your army is destroyed. Do not roll to see if that model explodes: it does so automatically. If that model has the Titanic keyword, this Stratagem costs 3CP; otherwise it costs 1CP

3/1 COMMAND POINT

STRATEGIC PLOY STRATAGEM

ENSLAVED PROTECTORS

Should danger threaten, Canoptek constructs are compelled by their programming to surge selflessly to their masters' aid.



Use this Stratagem in your opponent's Charge phase. Select one **Canoptek** unit from your army. Until the end of the phase, that unit is eligible to perform Heroic Interventions as if it was a **Character**.

1 COMMAND POINT

EPIC DEED STRATAGEM

RESURRECTION PROTOCOLS

Necron rulers possess sophisticated self-repair systems that can re-knit their corporeal forms after even the most grievous wounds.



Use this Stratagem in any phase, when a **Necrons Infantry Noble** or **Necrons Infantry Cryptek** model from your army is destroyed. You can choose to roll one D6 at the end of the phase instead of using any rules that are triggered when that model is destroyed (e.g. the Surrogate Hosts abilities). If you do, then on a 4+, set that model back up on the battlefield as close as possible to where they were destroyed and more than 1" away from any enemy models, with D3 wounds remaining. This Stratagem cannot be used to set the same model back up more than once per battle.

1 COMMAND POINT

EPIC DEED STRATAGEM

STRANGE ECHOES

Battling its imprisonment, this C'tan Shard shows a flicker of will as it moulds its powers anew to the alarm of friend and foe alike.



Use this Stratagem in your Command phase. Select one **C'tan Shard** model from your army. Select one of the powers from the Powers of the C'tan that the model does not know. The selected power replaces one of the Powers of the C'tan that the model does know.

1 COMMAND POINT

EPIC DEED STRATAGEM

DEATHLESS ARISE

Focusing all of its talents, this Technomancer drags rank upon rank of sundered Necron soldiery back to their feet.



Use this Stratagem in your Command phase. Select one **Technomancer** model from your army. Until the end of the phase, that model can use its Rites of Reanimation ability one additional time.

1 COMMAND POINT

EPIC DEED STRATAGEM

DIMENSIONAL DESTABILISATION

As the powers of this C'tan Shard reshape reality, its aftershocks roll across the battlefield, triggering further cosmic phenomena.



Use this Stratagem at the end of your Movement phase, when a **C'tan Shard** model from your army has used a Power of the C'tan. Roll one D6; that model can immediately use the corresponding power from the Powers of the C'tan, even if it has already been used this turn. If that model has the Titanic keyword, this Stratagem costs 2CP; otherwise it costs 1CP.

2/1 COMMAND POINT

EPIC DEED STRATAGEM

ENTROPIC STRIKE

With every clenched fist, searing gaze and contemptuous gesture, the C'tan Shard obliterates from existence the matter that comprises its enemies.



Use this Stratagem in the Fight phase, when a **C'tan Shard** model from your army is selected to fight. Until the end of the phase, each time a melee attack is made by that model, invulnerable saving throws cannot be taken against that attack.

2 COMMAND POINTS

REQUISITION STRATAGEM

HAND OF THE PHAERON

This dynasty's phaeron has sent out their chosen nemesor, imbuing them with regal and absolute power to act in their stead.



Use this Stratagem before the battle, when you are mustering your army. If your army does not contain a model with the **Phaeron** keyword, select one **Necrons Overlord** model from your army (excluding named characters). That model gains the **Phaeron** keyword, and in your Command phase it can use its My Will Be Done ability one additional time. You can only use this Stratagem once.

2 COMMAND POINTS

REQUISITION STRATAGEM

DYNASTIC HEIRLOOMS

Vast and sprawling are the treasure vaults of this legion's dynasty, and richly appointed are their noble leaders when in battle.



Use this Stratagem before the battle, when you are mustering your army, if your **Warlord** has the **Necrons** keyword. Select one **Necrons Character** model (excluding **C'tan Shard** models) in your army and give them one Relic (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

1 COMMAND POINT

REQUISITION STRATAGEM

RAREFIED NOBILITY

In a show of arrogant superiority, the Necrons' leader has brought the cream of their noble allies to war at their side.

Use this Stratagem before the battle, when you are mustering your army, if your **Warlord** has the **Necrons** keyword. Select one **Necrons Character** model (excluding **C'tan Shard** models) in your army and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model is only regarded as your **Warlord** for the purposes of that Warlord Trait. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

1 COMMAND POINT

BATTLE TACTIC STRATAGEM

DIMENSIONAL CORRIDOR

Obedying recall protocols, this unit step into a temporary dimensional displacement tunnel and re-emerge from the eternity gate of a nearby Monolith.



Use this Stratagem at the start of your Movement phase. Select one <Dynasty> **Core Infantry** unit from your army that is on the battlefield. Remove that unit from the battlefield. In the Reinforcements step of this phase, set that unit back up on the battlefield anywhere that is wholly within 3" of a friendly <Dynasty> **Monolith** model and more than 9" away from any enemy models.

1 COMMAND POINT

BATTLE TACTIC STRATAGEM

TECHNO-ORACULAR TARGETING

Guided by the painstaking predictions of a conclave of astromancers, this shot strikes inescapably true.



Use this Stratagem in your Shooting phase, before making the wound roll for an attack made by a **Necrons** model from your army. Do not make a wound roll for that attack: it automatically wounds the target.

1 COMMAND POINT

BATTLE TACTIC STRATAGEM

EXTERMINATION PROTOCOLS

Lokhust Destroyers have sacrificed every last ember of their souls in order to pursue the eradication of all mortal life.



Use this Stratagem in your Shooting phase, when a **Lokhust Destroyers** or **Lokhust Heavy Destroyers** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, you can re-roll the wound roll.

2 COMMAND POINTS

BATTLE TACTIC STRATAGEM

STORM OF FLENSING BLADES

Driven into a grotesque frenzy by the hot gore sluicing through their innards, the Flayed Ones lay about themselves wildly with their vicious talons.



Use this Stratagem at the end of the Fight phase. Select one **Flayed Ones** unit from your army within Engagement Range of any enemy units; that unit can fight again.

2 COMMAND POINTS

BATTLE TACTIC STRATAGEM

FRACTAL TARGETING

Augmentative targeting routines have been pre-programmed into these Tomb Blades' strategic engagement protocols, holding the craft momentarily level as they lock on to their victims and unleash a withering barrage of fire.



Use this Stratagem in your Shooting phase. Select one **Tomb Blades** unit from your army. Until the end of the phase:

- All Rapid Fire weapons that models in that unit are equipped with are treated as being Assault 2 weapons.
- Models in that unit do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.

1 COMMAND POINT

BATTLE TACTIC STRATAGEM

JUDGEMENT OF THE TRIARCH

Those who defy the will of the Final Triarch are subject to swift and merciless retribution.



Use this Stratagem in your Shooting phase, when a **Triarch** unit is selected to shoot, or in the Fight phase, when a **Triarch** unit is selected to fight. Until the end of the phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll.

1 COMMAND POINT

BATTLE TACTIC STRATAGEM

ETERNAL PROTECTORS

Lychguard are the ultimate bodyguards; they never tire, never give a thought to their own safety over that of their master and fight all the harder as the danger to that master grows greater.



Use this Stratagem in the Fight phase. Select a **<Dynasty> Lychguard** unit from your army. Until the end of the phase, while that unit is within 3" of a friendly **<Dynasty> Noble** model, add 1 to the Attacks characteristic of each model in that unit.

1 COMMAND POINT

SAUTEKH - BATTLE TACTIC STRATAGEM

METHODICAL DESTRUCTION

The Sautekh Dynasty excel in systematic killing, marking each target then concentrating their fury upon it until it is completely obliterated.



Use this Stratagem in your Shooting phase, after a **Sautekh** unit from your army has finished making its attacks. Select one enemy unit that was targeted by an attack made by a model in that unit this phase. Until the end of the phase, each time an attack is made by a model in another friendly **Sautekh** unit against that enemy unit, add 1 to that attack's hit roll.

2 COMMAND POINTS

SZAREKHAN - WARGEAR STRATAGEM

EMPYRIC DAMPING

Many Szarekhan bear finely worked noctilith chest-ankhs that create an ambient counter-empyric field that deadens the abilities of even the most powerful psykers.



Use this Stratagem in your opponents Psychic phase, when an enemy **Psyker** attempts to manifest a psychic power within 18" of a **Szarekhan** unit from your army. Roll one D6: on a 4+, that psychic power is denied.

1 COMMAND POINT

MEPHRIT - STRATEGIC PLOY STRATAGEM

TALENT FOR ANNIHILATION

The Mephrit seek not merely to defeat their foes, but to entirely expunge them from the face of the galaxy.



Use this Stratagem in your Shooting phase, when a **Mephrit** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage (a maximum of 3 mortal wounds can be inflicted per phase via this Stratagem).

1 COMMAND POINT

NOVOKH - BATTLE TACTIC STRATAGEM

BLOOD RITES

Anointed in the spurting blood of the foe, the movements of the Novokh legions become ever more swift, purposeful and deadly.



Use this Stratagem in the Fight phase, when a **Novokh** unit from your army is selected to fight. Until the end of the phase, add 1 to the Attacks characteristic of models in that unit.

1 COMMAND POINT

NIHILAKH - STRATEGIC PLOY STRATAGEM

RECLAIM A LOST EMPIRE

The Nihilakh seek to rule the galaxy, and once they have claimed a domain it is almost impossible to drive them from it.



Use this Stratagem in your Shooting phase. Select one **Nihilakh Infantry** unit from your army that is currently performing an action. That unit can still shoot this phase without that action failing.

1 COMMAND POINT

NEPHREKH - WARGEAR STRATAGEM

TRANSLOCATION CRYPT

Masters of teleportation technology, the Nephrekh ride into battle upon blinding beams of light from deep within their armoured tomb complexes.



Use this Stratagem before the battle when declaring reserves and transports (if you are playing a mission without this step, use this Stratagem during deployment instead). Select one **Nephrekh** unit (excluding **Vehicle** or **Monster** units) from your army. That unit gains the Dimensional Translocation ability.

1 COMMAND POINT

