THE IMMORTAL ARMIES

These datasheets allow you to fight Apocalypse battles with your Necrons miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the **<Dynasty>** keyword. This is shorthand for a keyword of your choosing, as described below.

<DYNASTY>

Most Necrons belong to a dynasty. Some datasheets specify what dynasty a Necrons unit is drawn from (e.g. Kutlakh the World Killer is from the Maynarkh Dynasty, and so has the **Maynarkh** keyword), but where a datasheet does not, it will have the **<Dynasty>** keyword. When you include such a unit in your army, you must nominate which dynasty that unit is from. You then simply replace the **<Dynasty>** keyword in every instance on that unit's datasheet with the name of your chosen dynasty.

For example, if you were to include a Gauss Pylon in your army, and you decided it was from the Nihilakh Dynasty, then its **<Dynasty>** keyword is changed to **Nihilakh**, and its Phase Shift Generator ability would then say 'Re-roll saving throws of 1 for friendly **Nihilakh Infantry** units whilst they are within 6" of this unit.'

CANOPTEK TOMB STALKER

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A Canoptek Tomb Stalker is a unit that contains 1 model. It is equipped with: Twin Gauss Slicers; Automaton Claws.

	M	WS	BS	A	W	Ld	Sv
Canoptek Tomb Stalker	10"	3+	3+	2	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Gauss Slicers	Heavy	24"	1	7+	10+	Rapid Fire
Automaton Claws	Melee	Melee	User	6+	7+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: Necrons, Canoptek, <Dynasty>

KEYWORDS: Heavy, Monster, Canoptek Tomb Stalker

CANOPTEK ACANTHRITES

Canoptek Acanthrites are a unit that contains 3 models. It can contain 6 models (**Power Rating 11**) or 9 models (**Power Rating 16**). It is equipped with: Cutting Beams; Voidblades.

	M	WS	BS	A	W	Ld	Sv
Canoptek Acanthrites (3 models)	12"	3+	3+	1	1	8	6+
Canoptek Acanthrites (6 models)	12"	3+	3+	2	2	8	6+
Canoptek Acanthrites (9 models)	12"	3+	3+	3	3	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cutting Beams	Small Arms	12"	User	10+	4+	-
Voidblades	Melee	Melee	User	6+	9+	-

ABILITIES

Stealth

FACTION KEYWORDS: Necrons, Canoptek, <Dynasty>

KEYWORDS: Light, Beasts, Fly, Canoptek Acanthrites

CANOPTEK TOMB SENTINEL

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A Canoptek Tomb Sentinel is a unit that contains 1 model. It is equipped with: Exile Cannon; Automaton Claws.

	M	WS	BS	A	W	Ld	Sv
Canoptek Tomb Sentinel	10"	3+	3+	1	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Exile Cannon	Heavy	12"	1	7+	4+	-
Automaton Claws	Melee	Melee	User	6+	7+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: Necrons, Canoptek, <Dynasty>

KEYWORDS: Heavy, Monster, Canoptek Tomb Sentinel

NIGHT SHROUD

15

A Night Shroud is a unit that contains 1 model. It is equipped with: Twin Tesla Destructor; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Night Shroud	**20"-60"**	**6+**	**3+**	**1**	**3**	**8**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Twin Tesla Destructor	Heavy	24"	4	6+	8+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Supersonic

Death Sphere Bombardment: When this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll two D6, subtracting 1 from each result if that unit is a **Character** and adding 1 to each result if that unit is **Heavy** or **Super-heavy**; for each 3+ place one blast marker next to that unit.

FACTION KEYWORDS: Necrons, <Dynasty>

KEYWORDS: Heavy, Vehicle, Fly, Night Shroud

SENTRY PYLON

7

A Sentry Pylon is a unit that contains 1 model. It is equipped with: Heat Cannon; Armoured Bulk.

	M	WS	BS	A	W	Ld	Sv
Sentry Pylon	3"	6+	3+	1	2	8	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Focused Death Ray	Heavy	24"	1	10+	4+	-
Gauss Exterminator	Heavy	48"	1	10+	4+	Anti-air
Heat Cannon	Heavy	36"	1	10+	4+	-
Armoured Bulk	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- Instead of 1 Heat Cannon, this unit can be equipped with one of the following (**Power Rating +1** per Gauss Exterminator): 1 Focused Death Ray; 1 Gauss Exterminator.

ABILITIES

Deep Strike

Sentry Net: Each Heavy Support slot in a Detachment allows you to take up to three of this unit in your army, instead of one. Each unit taken for a single Heavy Support slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: Necrons, <Dynasty>

KEYWORDS: Heavy, Artillery, Vehicle, Sentry Pylon

TOMB CITADEL – TOMB ZIGGURAT

A Tomb Ziggurat is a unit that contains 1 model.

	M	WS	BS	A	W	Ld	Sv
Tomb Ziggurat	-	-	-	-	4	10	5+

ABILITIES

Tomb Citadel: This unit can only be included in a Fortification Network Detachment that includes 1 **<Dynasty>** Power Crucible unit, 1 **<Dynasty>** Tomb Ziggurat unit and 2 **<Dynasty>** Gun Emplacement units. Both Gun Emplacement units occupy a single Fortification slot, and the Tomb Ziggurat begins the battle as the Commander of its Detachment.

Realm of Battle: This unit is a feature of a Realm of Battle tile, and as such forms part of the battlefield. Once the tile has been placed, this unit it treated as an Obstacle and is not considered to be a unit for any rules purposes, with the exception of the Ziggurat Deck ability, until the first turn begins. When this unit is destroyed it is not removed from the battlefield: instead it is treated as a Defensible Terrain feature and is not considered to be a unit for any rules purposes.

Ziggurat Deck: When setting up your army, if this unit is in your deployment zone, a single friendly **<Dynasty> Monolith** or **<Dynasty> Sentry Pylon** can dock with the Tomb Ziggurat. If they do so, place the model on the Tomb Ziggurat**.** Whilst a unit is docked with the Tomb Ziggurat, add 1 to wound rolls for attacks made by that unit with ranged weapons. Whilst a unit is docked with the Tomb Ziggurat, it is never Out of Command: an Out of Command marker is never placed next to it.

Eternity Gate: During deployment, you can set up any number of **<Dynasty> Infantry** units on their tomb world. Such a unit is considered to be set up in Tactical Reserves. When a unit that was set up on its tomb world arrives as reinforcements, you must select one friendly **<Dynasty> Monolith**, **<Dynasty> Night Scythe** or **<Dynasty> Tomb Ziggurat** unit for it to deploy from; set up the arriving unit within 6" of the selected unit. If it is impossible to do so, you cannot set up that unit this turn. Each **Monolith**, **Night Scythe** and **Tomb Ziggurat** unit can only be deployed from once per turn. No more than half the total number of units in your army can be set up in Tactical Reserves.

FACTION KEYWORDS: Necrons, <Dynasty>

KEYWORDS: Heavy, Building, Vehicle, Tomb Citadel, Tomb Ziggurat

TOMB CITADEL – POWER CRUCIBLE

2

A Power Crucible is a unit that contains 1 model.

	M	WS	BS	A	W	Ld	Sv
Power Crucible	-	-	-	-	3	10	5+

ABILITIES

Tomb Citadel: This unit can only be included in a Fortification Network Detachment that includes 1 <Dynasty> Power Crucible unit, 1 <Dynasty> Tomb Ziggurat unit and 2 <Dynasty> Gun Emplacement units. Both Gun Emplacement units occupy a single Fortification slot, and the Tomb Ziggurat begins the battle as the Commander of its Detachment.

Realm of Battle: This unit is a feature of a Realm of Battle tile, and as such forms part of the battlefield. Once the tile has been placed, this unit it treated as an Obstacle and is not considered to be a unit for any rules purposes until the first turn begins. When this unit is destroyed it is not removed from the battlefield: instead it is treated as a Defensible Terrain feature and is not considered to be a unit for any rules purposes.

Power Crucible: Add 1 to saving throws made for Necrons units whilst they are on a Realm of Battle tile with a friendly Power Crucible unit. Re-roll results of 1 for the Living Metal Faction ability for Necrons units whilst they are on a Realm of Battle tile with a friendly Power Crucible unit.

FACTION KEYWORDS: Necrons, <Dynasty>

KEYWORDS: Heavy, Building, Vehicle, Tomb Citadel, Power Crucible

TOMB CITADEL – GUN EMPLACEMENT

3

A Gun Emplacement is a unit that contains 1 model. It is equipped with: Tesla Destructor.

	M	WS	BS	A	W	Ld	Sv
Gun Emplacement	-	-	3+	-	2	10	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Exterminator	Heavy	48"	1	10+	4+	Anti-air
Tesla Destructor	Heavy	24"	2	6+	8+	-

WARGEAR OPTIONS

- Instead of 1 Tesla Destructor, this unit can be equipped with 1 Gauss Exterminator.

ABILITIES

Tomb Citadel: This unit can only be included in a Fortification Network Detachment that includes 1 <Dynasty> Power Crucible unit, 1 <Dynasty> Tomb Ziggurat unit and 2 <Dynasty> Gun Emplacement units. Both Gun Emplacement units occupy a single Fortification slot, and the Tomb Ziggurat begins the battle as the Commander of its Detachment.

Realm of Battle: This unit is a feature of a Realm of Battle tile, and as such forms part of the battlefield. Once the tile has been placed, this unit it treated as an Obstacle and is not considered to be a unit for any rules purposes until the first turn begins. When this unit is destroyed it is not removed from the battlefield: instead it is treated as a Defensible Terrain feature and is not considered to be a unit for any rules purposes.

FACTION KEYWORDS: Necrons, <Dynasty>

KEYWORDS: Heavy, Building, Vehicle, Tomb Citadel, Gun Emplacement

TESSERACT ARK

10

A Tesseract Ark is a unit that contains 1 model. It is equipped with: Tesseract Singularity Chamber; 2 Tesla Cannons; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Tesseract Ark	**12"**	**6+**	**3+**	**1**	**2**	**8**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Cannon	Heavy	24"	1	5+	7+	-
Particle Beamer	Heavy	24"	1	5+	8+	-
Tesla Cannon	Heavy	24"	2	8+	10+	-
Tesseract Singularity Chamber	Heavy	24"	1	7+	6+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Tesla Cannons, this unit can be equipped with one of the following: 2 Gauss Cannons; 2 Particle Beamers.

FACTION KEYWORDS: Necrons, <Dynasty>

KEYWORDS: Heavy, Vehicle, Fly, Tesseract Ark

KUTLAKH THE WORLD KILLER

7

Kutlakh the World Killer is a unit that contains 1 model. It is equipped with: Obsidax. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Kutlakh the World Killer	5"	2+	2+	1	2	8	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Obsidax	Melee	Melee	User	7+	7+	-

ABILITIES

My Will Be Done: Re-roll hit rolls of 1 for attacks made by friendly **Light Maynarkh** units whilst they are within 6" of this unit.

Splinter of Madness: You can re-roll wound rolls for attacks made with melee weapons by this unit that target units with a lower Leadership characteristic than this unit.

FACTION KEYWORDS: Necrons, Maynarkh

KEYWORDS: Light, Infantry, Character, Overlord, Kutlakh the World Killer

TOHOLK THE BLINDED

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Toholk the Blinded is a unit that contains 1 model. It is equipped with: Transdimensional Beamer; Aeonstave. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Toholk the Blinded	5"	3+	3+	1	1	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Transdimensional Beamer	Heavy	12"	1	7+	10+	-
Aeonstave	Melee	Melee	User	8+	9+	-

ABILITIES

Eternal Engines: At the end of the Action phase, this unit can attempt to repair one friendly <Dynasty> Vehicle unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that Vehicle unit. Only one attempt to repair each unit can be made each turn.

Technomancer: Friendly Light Maynarkh units have the Ignore Damage (6+) ability whilst they are within 6" of this unit.

Chronometron: Re-roll saving throws of 1 for friendly Maynarkh Infantry units whilst they are within 6" of this unit.

FACTION KEYWORDS: Necrons, Maynarkh

KEYWORDS: Light, Infantry, Character, Cryptek, Toholk the Blinded

GAUSS PYLON

20

A Gauss Pylon is a unit that contains 1 model. It is equipped with: Gauss Annihilator (Flux Arc); Gauss Annihilator (Focused Beam); Tesla Arc.

	M	WS	BS	A	W	Ld	Sv
Gauss Pylon	-	-	2+	0	6	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Gauss Annihilator (Flux Arc)	Heavy	18"	2	5+	8+	-
Gauss Annihilator (Focused Beam)	Heavy	120"	1	11+	3+	Anti-air, Destroyer
Tesla Arc	Heavy	3"	3	7+	9+	-

ABILITIES

Deep Strike

Phase Shift Generator: Re-roll saving throws of 1 for friendly **<Dynasty> Infantry** units whilst they are within 6" of this unit.

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

Gauss Annihilator: Each time this you make a Shoot action with this unit, this unit shoots with its Tesla Arc and either its Gauss Annihilator (Focused Beam) or Gauss Annihilator (Flux Arc).

FACTION KEYWORDS: Necrons, <Dynasty>

KEYWORDS: Heavy, Artillery, Vehicle, Titanic, Gauss Pylon

SERAPTEK HEAVY CONSTRUCT

22

A Seraptek Heavy Construct is a unit that contains 1 model. It is equipped with: 2 Synaptic Obliterators; 2 Transdimensional Projectors; Titanic Forelimbs.

	M	WS	BS	A	W	Ld	Sv
Seraptek Heavy Construct	16"	3+	3+	3	6	8	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Singularity Generator	Heavy	36"	2	6+	6+	Destroyer
Synaptic Obliterator	Heavy	72"	1	10+	4+	Destroyer
Transdimensional Projector	Heavy	24"	1	6+	8+	-
Titanic Forelimbs	Melee	Melee	User	6+	6+	-

WARGEAR OPTIONS

- Instead of 2 Synaptic Obliterators and 2 Transdimensional Projectors, this unit can be equipped with 2 Singularity Generators (**Power Rating +6**).

FACTION KEYWORDS: Necrons, <Dynasty>

KEYWORDS: Super-heavy, Vehicle, Titanic, Seraptek Heavy Construct