Necron

“Their number is Legion”

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What are the Necrons? The Necrons are an ancient dying race that were deceived into sealing their souls into automatons 60 million years ago. They are slowly re-emerging from their slumber to begin the next cleansing of all life forms in the Galaxy.

Army Difficulty 1-5: 1. The army itself is very straightforward with limited, but effective, weapon options. The leadership abilities are all very simple to apply.

Strengths: Excellent tough infantry with good saves and the ability to Reanimate upon their demise. Their vehicles are either heavily armoured or Quantum Shielded, and are self-repairing, making them one of the most defensive armies in the 40 universe.
Weaknesses: Most units move slowly and have low initiative, making it difficult for them to maintain damage output in ongoing melee fights. Only some specialist units can respond quickly to the rapidly changing objectives in game, making foresight an important tool for a Necron Player.
Army Abilities: The Necrons have several unique abilities that are fielded throughout their codex. They are listed here for easy reference.

- **Canoptek –** This model does not suffer the Autowounds from losing Combat Resolution as a Fearless model. If this model is part of a unit that does not have the Canoptek keyword, the unit still takes the Autowounds (ignoring this model if any bleed over).
- **Hardwired for Destruction –** This model may reroll 1's To Hit.
- **Living Metal:** Models with Living Metal Heal 1 Wound up to their Starting Wounds on their profile during each of your Command Phases. A model cannot Heal more than once per Turn unless a special rule says otherwise.
- **Quantum Shield:** Units with Quantum Shield treat all Armour Facings as 13 instead of the Datasheet value until the first Penetration. Resolve all Hits from the unit that penetrates this Shield simultaneously. After this, the Datasheet FA, SA, and RA are used for the remainder of the game.
- **Reanimation**: Everything Infantry or Monstrous Infantry in this codex has the ability to Reanimate. If a model with Reanimation is slain, do not remove the model from the table. We recommend laying it on its side, because it cannot be targeted or cause Hits on its unit for the rest of the phase. At the end of each Phase, regardless of whose turn it is, roll a d6 for each model Slain. On a 5+, the model gets back up and resumes fighting!
- In the case of multi-Wound models, roll a d3 for each. The net total of the unit heals this many Wounds in restored models, but the d3 total each cannot exceed the maximum Starting Wounds of the model being Reanimated (For example, a W2 model may not contribute 3 Wounds to the unit's Reanimation. Any result in a 3 in this case is capped at 2).
- **Soulless Machines**: Models with this rule may not willingly Go To Ground. One of the few exceptions would be if a unit with this is forced to Go To Ground after being forced to Disembark of a multi-level Terrain Piece from a level above the ground, or from a wrecked Transport that does not use Teleporters.

Common Wargear
In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- **Canoptek Plasmacyte -** 6” Aura, target unit with Hardwired for Destruction Rule gains S+1, A+1. Roll a d6. On a 1, one model with this rule is removed from the game. It cannot reanimate or return in any form.
- **Chronometron –** 6” Aura, this model and target unit gain a 5+ Invulnerability Save.
- **Countertemporal Nanomines -** 18” Aura, target unit gains Slow.
- **Cryptogeometric Adjuster -** 18” Aura, target unit only charges and advances at half speed.
- **Dimensional Sanctum -** This model and its unit gain Deepstrike.
- **Gloom Prism -** May attempt one Deny the Witch per Psychic Phase at Psychic Mastery Level 0.
- **Hyper Material Ablator -** 6” Aura, target unit gains a 5+ Cover Save.
- **Mind Shackle Scarabs -** 6” Aura, target non-Titanic model in a Challenge with this model suffers -1 To Hit.
- **Phase Shifter Generator –** This model gains a 4+ Invulnerability Save.
- **Photon Transubjector -** This model ignores the First Wound Suffered per Phase
- **Prismatic Obfuscatron -** 6” Aura, this model and target unit may only be targeted if they are the closest unit to the attacker.
- **Resurrection Orb -** 6” Aura, this model and one unit within 6” may roll Reanimation twice in your Command Phase. One Use Only.
- **Sempiternal Weave –** This model gains W+1.
- **Sepulchral Scarabs -** Each of your Command Phases roll d6. On a 5+, Heal one additional Wound. This ignores the normal Heal rules.
- **Timesplinter Mantle –** This model gains a 4+ Invulnerability Save.

Dynasties

There are many fractured Necron Empire territories across the galaxy. The following rules allow you to specialize your existing army or to bring specialized characters. Characters with Dynasty keywords may only be fielded if your list is fielding their Dynasty. The entire army must have the same Dynasty.

Average: This Dynasty uses the rules for models stated exactly as they are in this Codex.

Maynarkh:

- Conquerors: All Infantry models in this army gain Objective Secured.
- Flayer Virus: All models in this army suffer Ld-2.

Mephrit:

- Leaderless: Each model only counts as half a model for the purposes of Contesting and Claiming Objective Markers.
- Infighting: No unit can ever have more than one Character or Independent Character joined at any given time, or any Aura from more than one Necron Character or Independent Character affecting them at any given time.
- The Power of the Stars: All weapons that are not Tesla have the Rending special rule. If a model already had Rending, it may trigger on a 4+ instead of a 5+. This does not affect

Auto Wounds or any other Wound that does not have a Roll To Wound. Necron Vehicles explode on a 4+ from this Dynasty.

Nephrekh:

- Abundant Precious Metals: Models in this army may reroll 1s on Armour Saves.
- Yearn for Pure Light Forms: All models gain Fleet but cannot Claim or Contest Objective Markers.

Nihilakh:

- Treasure Horde: All models in your army have Objective Secured for Objective Markers within your Deployment Zone.
- Isolationists: Your models cannot Claim or Contest Objective Markers inside the Enemy Deployment Zone.

Novokh:

- Ferric's Blight: All models from this Dynasty suffer Sv+1, resulting in 1 worse Armour Save. This does not affect Unique Characters.
- Blood Crazed: All models in your army gain Shock Assault and Furious Charge. This does not affect Unique Characters.

Szarekhan:

- Dark Origins: All models have I1, regardless of their Datasheet. Unique Characters are not affected by this.
- Blackstone Experts: Each unit of Infantry may attempt to Deny the Witch once per Round.
- King's Chosen: Every Infantry and Monstrous Infantry model has Bodyguard.

Sautekh:

- Aggressive Territory Grab: Models count as 2 models for the purposes of Contesting and Claiming Objective Markers that are not in an enemy Deployment Zone. Units eligible to declare charges must do so. They may still nominate to fire their weapons or advance, even if this invalidates the chance to Declare a Charge.
- Slavers: Characters and Independent Characters must accept all Challenges issued. If more than one eligible model is available, you may nominate which one accepts the Challenge.

HQ Slots 1-2

Generic

Command Barge Command Barge	**M WS BS S FA SA RA W I A Ld Sv** 12 2+ 2+ 5 11 11 11 8 2 4 10 3+	**Points: 187** **Composition:** **1 Command Barge**
Wargear Command Barge: Void Blade Tesla Carbine	**Options** May swap Void Blade for M May swap Gauss Cannon for H May take one W May take up to one of each E	**Rules** Command Barge: Independent Character Vehicle Tank Living Metal Quantum Shielding Fearless Soulless Machine Flying Open Topped Steady My Will Be Done – 6" Aura, this model and target unit may reroll 1's To Hit. Relentless March – 6" Aura, this model and target unit gain M+2.
Special Wargear:	**Special Wargear Upgrades:** E Mindshackle Scarabs +10 points E Phase Shifter +24 points E Resurrection Orb +30 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Void Blade	Melee	User	4+	Rending, Extra Attack 1, Primary
M +1 points	Hyperphase Sword	Melee	+1	3+	Primary
M +11 points	Staff of Light	12 or Melee	5 or User	3+ or 3+	Assault 3, Gauss, Turret, Primary Primary
M +13 points	War Glaive	Melee	+2	2+	Counterattack, Primary
M +15 points	Warscythe	Melee	X2	2+	Slow, Monsterbane, Primary
H	Tesla Carbine	24	5	-	Assault 2, Tesla
H +3 points	Gauss Cannon	24	5	3+	Rapid Fire 2, Gauss, Hull
W +8 points	Gauntlet of Fire	Flame	4	5+	Assault 1, Turret, Primary

W +19 points	Tachyon Arrow	24	D	1+	Assault 1, Destroyer, Monsterbane, One Use Only, Turret, Primary

Lokhust Lord Lokhust Lord	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 5 6 6 2 4 10 3+	**Points: 187** **Composition:** **1 Lokhust Lord**
Wargear Lokhust Lord: Void Blade	**Options** May swap Void Blade for M May take one W May take up to one of each E	**Rules** Lokhust Lord: Independent Character Monstrous Infantry Living Metal Reanimation Fearless Soulless Machine Flying Steady Very Bulky Improved Living Metal – This model Heals +1 Wound in your Command Phase. This overrides the base Living Metal Rule.
Special Wargear:	**Special Wargear Upgrades:** E Mindshackle Scarabs +10 points E Phase Shifter +24 points E Resurrection Orb +30 points E Sempiternal Weave +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Void Blade	Melee	User	4+	Rending, Extra Attack 1
M +1 points	Hyperphase Sword	Melee	+1	3+	Primary
M +9 points	Staff of Light	12 or Melee	5 or User	3+ or 3+	Assault 3, Gauss
M +10 points	Warscythe	Melee	X2	2+	Slow, Monsterbane, Primary
M +10 points	War Glaive	Melee	+2	2+	Counterattack
W +8 points	Gauntlet of Fire	Flame	4	5+	Assault 1
W +19 points	Tachyon Arrow	24	D	1+	Assault 1, Destroyer, Monsterbane, One Use Only

Lord Lord	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 5 5 5 2 3 10 3+	**Points: 100** **Composition:** **1 Lord**
Wargear Lord: Void Blade	**Options** May swap Void Blade for M May take one W May take up to one of each E	**Rules** Lord: Independent Character Infantry Living Metal Reanimation Fearless Soulless Machine My Will Be Done – 6" Aura, this model and target unit may reroll 1's To Hit.
Special Wargear:	**Special Wargear Upgrades:** E Mindshackle Scarabs +10 points E Phase Shifter +24 points E Resurrection Orb +30 points E Sempiternal Weave +11 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Void Blade	Melee	User	4+	Rending, Extra Attack 1
M +1 points	Hyperphase Sword	Melee	+1	3+	Primary
M +9 points	Staff of Light	12 or Melee	5 or User	3+ or 3+	Assault 3, Gauss Primary
M +10 points	Warscythe	Melee	X2	2+	Slow, Monsterbane, Primary
M +10 points	War Glaive	Melee	+2	2+	Counterattack
W +8 points	Gauntlet of Fire	Flame	4	5+	Assault 1
W +19 points	Tachyon Arrow	24	D	1+	Assault 1, Destroyer, Monsterbane, One Use Only

Skorpekh Lord Skorpekh Lord	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 6 6 6 2 4 10 3+	**Points: 208** **Composition:** **1 Skorpekh Lord**
Wargear Skorpekh Lord: Enmitic Annihilator Flensing Claw Hyperphase Harvester	**Options** Skorpekh Lord may take up to one of each E	**Rules** Skorpekh Lord: Independent Character Monstrous Infantry Living Metal Reanimation Fearless Soulless Machine Very Bulky United in Destruction – 6" Aura, this model and target unit may reroll 1's To Wound.
Special Wargear:	**Special Wargear Upgrades:** E Mindshackle Scarabs +10 points E Phase Shifter +24 points E Resurrection Orb +30 points E Sempiternal Weave +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	Enmitic Annihilator	18	6	4+	Assault 1, 3" Blast
M	Flensing Claw	Melee	User	5+	Extra Attack 2
M	Hyperphase Harvester	Melee	+2	1+	

Unique

Anrakyr the Traveler Anrakyr the Traveler	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 6 5 7 2 5 10 3+	**Points: 309** **Composition:** **1 Anrakyr the Traveler**
Wargear Anrakyr the Traveler: Warscythe Tachyon Arrow Phase Shifter	**Options**	**Rules** Anrakyr the Traveler: Independent Character Unique Infantry Living Metal Reanimation Fearless Soulless Machine Relentless March – 6" Aura, this model and target unit gain M+2. My Will Be Done – 6" Aura, this model and target unit may reroll 1's To Hit. Lord of the Pryhian Legions – 6" Aura, this model and target Immortal, Lychguard, or Pariah unit gains A+1. Mind in the Machine – In the shooting phase, target a non-Titanic Vehicle model within 24" and shoot one weapon of your choice. You are allowed to target models friendly to the Vehicle, but not itself.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	War Glaive	Melee	+2	2+	Counter Attack
W	Tachyon Arrow	24	D	1+	Assault 1, Destroyer, Monsterbane, One Use Only

Illuminor Szeras Illuminor Szeras	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 6 6 7 2 4 10 3+	**Points: 305** **Composition:** **1 Illuminor Szeras**
Wargear Illuminor Szeras: Eldritch Lance	**Options**	**Rules** Illuminor Szeras: Independent Character Unique Monstrous Infantry Living Metal Reanimation Fearless Soulless Machine Very Bulky Empyric Overcharge – 12" Aura, target Psyker suffers Perils of the Warp on all Doubles as if they were both 1's. This does not modify the To Cast value or prevent Casting in any way. This Aura is cast before the Cast Rolls happen. Mechanical Augmentation – 6" Aura, target unit gains 1 randomized result. The same unit may benefit from this ability multiple times, but each result may only apply to the same target unit once each. Duplicate results have no effect. D3. 1 S+1, 2 A+1, 3 BS-1 (Improves by 1). Lord of Technology – 6" Aura, target unit gains +1 to reanimation Rolls. This can never become better then a +1, but rerolls may still apply.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Eldritch Lance	36 or Melee	8 or User	2+ or 1+	Assault 1, Lance or None

Nemesor Zahndrekh Nemesor Zahndrekh	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 5 5 7 2 5 10 3+	**Points: 328** **Composition:** **1 Nemesor Zahndrekh**
Wargear Nemesor Zahndrekh: Staff of Light Phase Shifter	**Options**	**Rules** Nemesor Zahndrekh: Independent Character Sautekh Unique Infantry Living Metal Reanimation Fearless Soulless Machine Relentless March – 6" Aura, this model and target unit gain M+2. My Will Be Done – 6" Aura, this model and target unit may reroll 1's To Hit. Counter Tactics – 6" Aura, this model and target unit gain all of the Special Rules from target unit within 24", excluding Wargear. Adaptive Strategy – 6" Aura, this model and friendly target unit may swap Rapid Fire # for Assault #.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Staff of Light	12 or Melee	5 or User	3+ or 3+	Assault 3, Gauss or None

Orikan the Diviner Orikan the Diviner The Stars are Right	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 4 4 5 2 1 10 3+ 8 2+ 5+ 7 7 5 2 4 10 3+	**Points: 230** **Composition:** **1 Orikan the Diviner**
Wargear Orikan the Diviner: Staff of Tomorrow Timesplinter Mantle Chronometron	**Options**	**Rules** Orikan the Diviner: Independent Character Unique Infantry Canoptek Living Metal Reanimation Fearless Soulless Machine Prescient Strike – 6" Aura, this model and target unit have I10. The Stars are Right – In each of your Command Phases, roll a die. If the result is equal to or less then the current turn number, Orikan uses the Stars are Right Stat Line instead of the Orikan Stat Line. Orikan fully heals when he transforms.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Staff of Tomorrow	Melee	User	2+	No Invulnerability Saves

Overlord Overlord	**M WS BS S T W I A Ld Sv** 4 2+ 2+ 5 5 6 2 5 10 3+	**Points: 185** **Composition:** **1 Overlord**
Wargear Overlord: Void Blade	**Options** May swap Void Blade for M May take one W May take up to one of each E	**Rules** Overlord: Independent Character Infantry Unique Living Metal Reanimation Fearless Soulless Machine My Will Be Done – 6" Aura, this model and target unit may reroll 1's To Hit. Relentless March – 6" Aura, this model and target unit gain M+2.

Special Wargear:	Special Wargear Upgrades: E Mindshackle Scarabs +10 points E Phase Shifter +24 points E Resurrection Orb +30 points E Sempiternal Weave +11 points E Translocation Shroud +20 points	This model and its unit at the end of any of your Movement Phases may go into Reserve and immediately Deepstrike. This cannot take place if this model or its unit is Locked in Melee. This special Deepstrike does not grant the usual 4+ Cover Save.

Selection	Name	Range	S	AP	Rules
M	Void Blade	Melee	User	4+	Rending, Extra Attack 1
M +1 points	Hyperphase Sword	Melee	+1	3+	Primary
M +9 points	Staff of Light	12 or Melee	5 or User	3+ or 3+	Assault 3, Gauss Primary
M +10 points	Warscythe	Melee	X2	2+	Slow, Monsterbane, Primary
M +10 points	War Glaive	Melee	+2	2+	Counter Attack
W +8 points	Gauntlet of Fire	Flame	4	5+	Assault 1
W +19 points	Tachyon Arrow	24	D	1+	Assault 1, Destroyer, Monsterbane, One Use Only

Trazyn the Infinite Trazyn the Infinite	**M WS BS S T W I A Ld Sv** 4 2+ 5+ 5 5 7 2 5 10 3+	**Points: 348** **Composition:** **1 Trazyn the Infinite**
Wargear Trazyn the Infinite: Emphatic Obliterator Phase Shifter	**Options**	**Rules** Trazyn the Infinite: Independent Character Unique Infantry Living Metal Fearless Soulless Machine Relentless March – 6" Aura, this model and target unit gain M+2. My Will Be Done – 6" Aura, this model and target unit may reroll 1's To Hit. Surrogate Hosts – when this model is destroyed, on a 2+ swap it with a friendly Infantry model within 6" Instead with d3 Wounds restored. This replaced Reanimation
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Emphatic Obliterator	Melee	+2	3+	Psionic Shockwave – All Characters and Independent Characters slain by this model explode in a S4 AP- in a 6" Radius. This does not affect friendly models.

Advisor Slots 0-3/Troop Slot Filled

Generic

Chronomancer Chronomancer	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 4 4 4 2 1 10 4+	**Points: 169** **Composition:** **1 Chronomancer**
Wargear Chronomancer: Aeon Staff Chronotendrils Chronometron Timesplinter Mantle	**Options** May swap Aeon Staff for M May take one E	**Rules** Chronomancer: Independent Character Infantry Canoptek Living Metal Reanimation Fearless Soulless Machine
Special Wargear:	**Special Wargear Upgrades:** E Countertemporal Nanomines for +10 points E Cryptogeometric Adjuster +30 points E Dimensional Sanctum +40 points E Hyper Material Ablator +60 points E Photonic Transubjector +5 points E Prismatic Obfuscatron +10 points	

Selection	Name	Range	S	AP	Rules
M	Aeon Staff	18 or Melee	5 or User	4+ or 3+	Assault 1, 3” Blast, No Invulnerability Saves Or No Invulnerability Saves
M +4 points	Entropic Lance	18 or Melee	8 or User	2+ or 2+	Assault 1 None
T	Chronotendrils	Melee	User	-	Extra Attack 2

Cryptothrall Cryptothrall	**M WS BS S T W I A Ld Sv** 4 4+ 4+ 5 5 4 2 3 10 3+	**Points: 75** **Composition:** **1 Cryptothrall**
Wargear Cryptothrall: Scouring Eye Scything Limbs	**Options**	**Rules** Cryptothrall: Infantry Canoptek Living Metal Reanimation Fearless Soulless Machine Bodyguard
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
P	Scouring Eye	12	5	4+	Pistol 2
M	Scything Limbs	Melee	User	5+	None

Geomancer Geomancer	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 4 2 1 10 4+	**Points: 101** **Composition:** **1 Geomancer**
Wargear Geomancer: Tremorglaive Cryptogeometric Adjuster	**Options** May take one E	**Rules** Geomancer: Independent Character Infantry Canoptek Living Metal Reanimation Fearless Soulless Machine Nanoscarabs – Repair 1 Wound on Target unit within 3". On a 5+, repair one Disabled Weapon, Crew Stun, Immobilize, or Weapon Destroyed result. Tremor – Charges against this model or its unit are Disorganized.
Special Wargear:	**Special Wargear Upgrades:** E Countertemporal Nanomines for +10 points E Dimensional Sanctum +40 points E Hyper Material Ablator +60 points	

	E Photonic Transubjector +5 points E Prismatic Obfuscatron +10 points	

Selection	Name	Range	S	AP	Rules
M	Tremorglaive	Melee	X2	2+	Slow, Monsterbane

Plasmancer Plasmancer	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 4 2 1 10 4+	**Points: 96** **Composition:** **1 Plasmancer**
Wargear Plasmancer: Plasmic Lance	**Options** May take one E	**Rules** Plasmancer: Independent Character Infantry Canoptek Living Metal Reanimation Fearless Soulless Machine Harbringer of Destruction – Vehicles Glanced by this model suffer a Penetration instead. Living Lightning – Each time this model suffers a Wound after Saves and Feel No Pains in melee, inflict 1 Mortal Wound on the unit that inflicted it.
Special Wargear:	**Special Wargear Upgrades:** E Countertemporal Nanomines for +10 points E Cryptogeometric Adjuster +30 points E Dimensional Sanctum +40 points E Hyper Material Ablator +60 points E Photonic Transubjector +5 points E Prismatic Obfuscatron +10 points	

Selection	Name	Range	S	AP	Rules
M	Plasmic Lance	18 or Melee	7 or User	2+ or 2+	Assault 3, Lance None

Psychomancer Psychomancer	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 4 2 1 10 4+	**Points: 82** **Composition:** **1 Plasmancer**
Wargear Psychomancer: Staff of Light	**Options** May take one E	**Rules** Psychomancer: Independent Character Infantry Canoptek Living Metal Reanimation Fearless Soulless Machine Harbringer of Doom – 6" Aura, target unit suffers Ld-1. Psychokinesis – This model may Deny the Witch as if it were Psychic Mastery Level 2.
Special Wargear:	**Special Wargear Upgrades:** E Countertemporal Nanomines for +10 points E Cryptogeometric Adjuster +30 points E Dimensional Sanctum +40 points E Hyper Material Ablator +60 points E Photonic Transubjector +5 points E Prismatic Obfuscatron +10 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Staff of Light	12 Or Melee	5 Or User	3+ Or 3+	Assault 3, Gauss Or None

Technomancer Technomancer	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 4 4 2 1 10 4+	**Points: 56** **Composition:** **1 Technomancer**
Wargear Technomancer: Staff of Light	**Options** May take up to one each of T May take one E	**Rules** Technomancer: Independent Character Infantry Canoptek Living Metal Reanimation Fearless Soulless Machine Nanoscarabs – Repair 1 Wound on Target unit within 3". On a 5+, repair one Disabled Weapon, Crew Stun, Immobilize, or Weapon Destroyed result.
Special Wargear:	**Special Wargear Upgrades:** T Canoptek Cloak +18 points T Canoptek Control Node +20 points E Countertemporal Nanomines for +10 points E Cryptogeometric Adjuster +30 points E Dimensional Sanctum +40 points E Hyper Material Ablator +60 points E Photonic Transubjector +5 points E Prismatic Obfuscatron +10 points	M+6 and Fly. 6" Aura, target Canoptek Unit gains +1 To Hit.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Staff of Light	18 or Melee	5 or User	3+ or 3+	Assault 3, Gauss None

Royal Warden Royal Warden	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 5 5 4 2 3 10 3+	**Points: 104** **Composition:** **1 Royal Warden**
Wargear Royal Warden: Relic Gauss Blaster	**Options**	**Rules** Technomancer: Independent Character Infantry Living Metal Reanimation Fearless Soulless Machine Vanquish the Living – 6" Aura, this model and target unit may reroll 1's To Wound.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Relic Gauss Blaster	30	5	3+	Rapid Fire 2, Gauss

Unique

Vargard Obyron Vargard Obyron	**M WS BS S T W I A Ld Sv** 4 2+ 5+ 5 5 4 2 3 10 2+	**Points: 158** **Composition:** **1 Vargard Obyron**
Wargear Vargard Obyron: Warscythe	**Options**	**Rules** Vargard Obyron: Independent Character Infantry Living Metal Reanimation Fearless Soulless Machine Bodyguard Cleaving Counterblow – each Melee attack made against Obyron in a Challenge that misses grants Obyron one additional attack at Initiative Step Slow. Ghostwalk Mantle – At the end of your Movement Phase you may remove Vargard Obyron and the unit he is joined to and Deepstrike them back onto the Table. If Deepstriking within 12" Of Nemesor Zahndrekh do not scatter. One Use Only.

Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
M	War Scythe	Melee	+2	2+	Counterattack

Troops 2-6

Immortals Immortal	M WS BS S T W I A Ld Sv 4 3+ 3+ 4 5 1 2 1 10 3+	Points: 150 Composition: 5-10 Immortals
Wargear Immortal: Tesla Carbine	Options May add up to 5 more Immortals for +30 points each The entire unit may swap their Tesla Carbines for R	Rules Immortal: Infantry Reanimation Fearless Soulless Machine
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Tesla Carbine	24	5	-	Assault 2, Tesla
R +1 point per model	Gauss Blaster	30	5	4+	Rapid Fire 1, Gauss

Warriors Warriors	M WS BS S T W I A Ld Sv 4 3+ 3+ 4 4 1 1 1 10 4+	Points: 200 Composition: 10-20 Warriors
Wargear Warrior: Gauss Flayer	Options May add up to 10 more Warriors for +20 points each The entire unit may swap their Gauss Flayer for R	Rules Warrior: Infantry Reanimation Fearless Soulless Machine Their Number is Legion – this model may reroll 1's To Reanimate.
Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
R	Gauss Flayer	24	4	5+	Rapid Fire 1, Gauss
R +3 points per model	Gauss Reaper	12	5	4+	Assault 2, Gauss

Elites 0-3

Infantry

Deathmarks Deathmark	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 4 5 1 1 1 10 3+	**Points: 195** **Composition:** **5-10 Deathmarks**
Wargear Deathmark: Synaptic Disintegrator	**Options** May add up to 5 more Deathmarks for +39 points each	**Rules** Deathmark: Infantry Reanimation Fearless Soulless Machine
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	Synaptic Disintegrator	36	5	4+	Heavy 2, Sniper

Flayed Ones Flayed One	**M WS BS S T W I A Ld Sv** 4 3+ 5+ 4 4 1 2 1 10 4+	**Points: 75** **Composition:** **5-20 Flayed Ones**
Wargear Flayed One: Flayer Claw	**Options** May add up to 15 more Flayed Ones for +15 points each	**Rules** Flayed One: Infantry Reanimation Fearless Soulless Machine Deepstrike Their Number is Legion – this model may reroll 1's To Reanimate. Flayer Virus – 12" True Aura, all units suffer Ld-1. Necron units suffer Ld-2 instead. Flayed Ones are Immune to this Aura.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Flayer Claw	Melee	User	5+	Rending, Extra Attack 1

Lychguard Lychguard	**M WS BS S T W I A Ld Sv** 4 2+ 5+ 5 5 2 2 3 10 3+	**Points: 245** **Composition:** **5-10 Lychguard**
Wargear Lychguard: Warscythe	**Options** May add up to 5 more Lychguard for +49 points each. The entire unit may swap Warscythes for Hyperphase Swords and Dispersion Shields.	**Rules** Flayed One: Infantry Living Metal Reanimation Fearless Soulless Machine Bodyguard
Special Wargear:	**Special Wargear Upgrades:** Dispersion Shield	Sv-1 (Improves by 1), 4+ Invulnerability Save.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Warscythe	Melee	X2	2+	Slow, Monsterbane
M +8 points per model	Hyperphase Sword and Dispersion Shield	Melee	+1	3+	Dispersion Shield

Macrocyte Warriors Macrocyte	**M WS BS S T W I A Ld Sv** 10 4+ 4+ 4 4 2 2 1 10 3+	**Points: 180** **Composition:** **5-10 Macrocytes**
Wargear Macrocyte: Gauss Scalpel Claws and Tail	**Options** May add up to 5 more Macrocytes for +36 points each	**Rules** Macrocyte: Infantry Canoptek Reanimation Soulless Machine Deepstrike Fearless Fly
Special Wargear:	**Special Wargear Upgrades:** E Reanimator +2 points E Sparker +2 points	6” Aura, target unit may reroll one failed Reanimation roll, even if it has already been rerolled. 6” Aura, this model and target unit count as double the models for Contesting Objective Markers.

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
R	Gauss Scalpel	12	4	5+	Assault 3, Gauss
R +2 points	Atomizer Beam	12	6	4+	Assault 3

M	Claws and Tail	Melee	User	5+	Extra Attack 1, Rending

Pariahs Pariah	**M WS BS S T W I A Ld Sv** 4 3+ 3+ 5 5 2 2 3 10 3+	**Points: 265** **Composition:** **5-10 Pariahs**
Wargear Pariah: Staff of Light	**Options** May add up to 5 more Pariahs for +53 points each	**Rules** Pariah: Infantry Living Metal Reanimation Fearless Soulless Machine Empyric Overcharge – 12" Aura, target Psyker suffers Perils of the Warp on all Doubles as if they were both 1's. This does not modify the To Cast value or prevent Casting in any way. This Aura is cast before the Spell is Cast. Natural Double 1s ALSO apply Perils of the Warp like normal.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Staff of Light	12 or Melee	5 or User	3+ or 3+	Assault 3, Gauss, Primary Primary

Monsters

Canoptek Reanimator Canoptek Reanimator	**M WS BS S T W I A Ld Sv** 8 4+ 4+ 5 6 6 1 3 10 3+	**Points: 195** **Composition:** **1 Canoptek Reanimator**
Wargear Canoptek Reanimator: 2 Linked Atomizer Beams Reanimator Claws	**Options**	**Rules** Canoptek Reanimator: Monster Canoptek Living Metal Fearless Soulless Machine Monster Escort – This model may join Monster or Monstrous Infantry units as if it were an Independent Character. Reanimation Beam – 6" Aura, target Infantry or Monstrous Infantry unit gains 5+ Feel No Pain.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Atomizer Beams	12	6	4+	Assault 3 x2
M	Reanimator Claws	Melee	User	4+	None

Canoptek Spyders Canoptek Spyder	**M WS BS S T W I A Ld Sv** 10 4+ 4+ 4 6 6 1 4 10 3+	**Points: 105** **Composition:** **1-3 Canoptek Spyders**
Wargear Canoptek Spyder: Automation Claws	**Options** May take up to 2 more Canoptek Spyders for +105 points each Any model may take one H Any model may take one E option Any model may take one G option	**Rules** Canoptek Spyder: Monster Canoptek Living Metal Fearless Soulless Machine Steady
Special Wargear:	**Special Wargear Upgrades:** E Repair Drones +6 points E Fabricator Array +6 points	 Repair 1 Wound on Target unit within 3". On a 5+, repair one Disabled Weapon, Crew Stun, Immobilize, or Weapon Destroyed result.

	E Repair Barge +30 points E Scarab Hive +99 points G Gloom Prison +2 points	Repair d3 Wounds to target Vehicle within 3” 6” Aura, target unit gains +1 to Reanimation Rolls. This can never be improved to better than 4+, though rerolls still apply. In your Command Phase, you may add one Scarab Swarm to an existing Scarab unit within 6”. This may not exceed the maximum size of the unit. The same unit may not benefit from this more than once per Turn.

Selection	Name	Range	S	AP	Rules
M	Automation Claws	Melee	+2	3+	
H +20 points	2 Linked Particle Beamers	24	6	5+	Heavy 1 x2, 3” Blasts

Canoptek Tomb Stalker Canoptek Tomb Stalker	**M WS BS S T W I A Ld Sv** 10 4+ 4+ 6 7 9 2 6 10 3+	**Points: 197** **Composition:** **1 Canoptek Tomb Stalker**
Wargear Canoptek Tomb Stalker: 2 Linked Gauss Flayers Tomb Sentinel Claws	**Options** May take one H May take one G May take one S	**Rules** Canoptek Tomb Stalker: Monster Canoptek Living Metal Fearless Soulless Machine Deepstrike Fleet Hit and Run Outflank Steady War Construct – This model does not count as a Monster for Poisoned weapons. Rampage - +d3 Attacks if Outnumbered in Melee.
Special Wargear:	**Special Wargear Upgrades:** G Gloom Prison +2 points S Sepulchral Scarabs +2 points	

Selection	Name	Range	S	AP	Rules
M	Tomb Sentinel Claws	Melee	User	3+	
F	2 Linked Gauss Flayers	24	4	5+	Rapid Fire 1 x2, Gauss
H +25 points	2 sets of 5 Linked Gauss Flayers	24	4	5+	Rapid Fire 1 x5 (x2), Gauss, Broadside – Each set of 5 Linked Gauss Flayers may only fire out one side each as if they were Hull Mounted on a Vehicle.

Monstrous Infantry

Canoptek Tomb Crawler Tomb Crawler	**M WS BS S T W I A Ld Sv** 4 4+ 4+ 4 5 3 2 1 10 3+	**Points: 126** **Composition:** **2-6 Tomb Crawlers**
Wargear Tomb Crawler: Gauss Scalpel Forearm Claws	**Options** May add up to 4 more Tomb Crawlers for +63 points each	**Rules** Tomb Crawler: Monstrous Infantry Canoptek Reanimation Soulless Machine Fearless Isolator – The Trans-dimensional Isolator may only affect Infantry, Monstrous Infantry, and Swarms. A model hit by this weapon is removed from the table and returned where it was removed from (or as close as possible) at the beginning of the owning player's next Command Phase.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
R	2 Linked Gauss Reapers	12	5	4+	Assault 2 x2, Gauss
S +4 points	Trans-dimensional Isolator	12	*	*	Assault 1, Sniper (*+), Isolator
M	Forearm	Melee	+1	3+	None
M	Claws	Melee	User	5+	Auxiliary, Extra Attack 1, Rending

Hexmark Destroyers Hexmark Destroyers	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 5 5 3 2 3 10 3+	**Points: 95** **Composition:** **1-3 Hexmark Destroyers**
Wargear Hexmark Destroyer: 6 Linked Enmitic Disintegrator Pistols Enmitic Disintegrator Melee	**Options** May add up to 2 more Hexmark Destroyers for +95 points This unit may take up to one of each P	**Rules** Hexmark Destroyer: Monstrous Infantry Living Metal Reanimation Fearless Soulless Machine Deepstrike Very Bulky Never Stop Firing – this model may fire into Melee. All misses automatically hit friendly units involved in the Melee, selected at random if there is more than one.
Special Wargear:	**Special Wargear Upgrades:** P Canoptek Plasmacyte +30 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
P	6 Linked Enmitic Disintegrators	18	5	5+	Pistol 1 x6
M	Enmitic Disintegrator Melee	Melee	User	5+	Extra Attack 2

Skorpekh Destroyers Skorpekh Destroyer	**M WS BS S T W I A Ld Sv** 8 3+ 5+ 5 5 3 2 3 10 3+	**Points: 165** **Composition:** **3-6 Skorpekh Destroyers**
Wargear Skorpekh Destroyer: Hyperphase Threshers	**Options** May add up to 6 more Skorpekh Destroyers for +55 points each Any model may swap Hyperphase Threshers for M The unit may take up to one of each P	**Rules** Skorpekh Destroyer: Monstrous Infantry Hard Wired for Destruction Living Metal Reanimation Fearless Soulless Machine Very Bulky
Special Wargear:	**Special Wargear Upgrades:** P Canoptek Plasmacyte +30 points	

Selection	Name	Range	S	AP	Rules
M	Hyperphase Threshers	Melee	User	3+	Extra Attack 1
M +9 points	Hyperphase Reap-Blade	Melee	+2	1+	

Vehicles

Triarch Stalkers Triarch Stalker	**M WS BS S FA SA RA W I A Ld Sv** 10 3+ 3+ 7 11 11 11 12 2 3 10 3+	**Points: 157** **Composition:** **1-3 Triarch Stalkers**
Wargear Triarch Stalker: Particle Shredder Stalker Forelimbs	**Options** May add up to 2 more Triarch Stalkers for +157 points each Any model may swap Particle Shredder for H	**Rules** Triarch Stalker: Vehicle Combat Walker Living Metal Quantum Shielding Fearless Soulless Machine Open Topped Steady Targeting Relay – 6" Aura, this unit and target unit may reroll 1's To Hit.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Particle Shredder	24	7	4+	Heavy 1, 5" Blast, Hull, Primary
H +3 points	Heat Ray	24 or Flame	8 or 5	1+ or 4+	Heavy 2, Melta, (Monsterbane), Hull, Primary Assault 1, Hull, Primary
H +7 points	2 Linked Heavy Gauss Cannons	36	9	2+	Heavy 1 x2, Gauss, Hull, Primary
M	Stalker Forelimbs	Melee	+2	3+	Primary

Fast Attack 0-3

Infantry

Tomb Blades Tomb Blade	**M WS BS S T W I A Ld Sv** 14 3+ 3+ 4 5 2 1 1 10 4+	**Points: 126** **Composition:** **3-9 Tomb Blades**
Wargear Tomb Blade: Particle Beamer	**Options** May take up to 6 more Tomb Blades for +42 points each The entire unit may swap Particle Beamer for H The entire unit may take one S The entire unit may take one V	**Rules** Tomb Blade: Infantry Bike Living Metal Reanimation Soulless Machine Deepstrike Fearless Flying Very Bulky
Special Wargear:	**Special Wargear Upgrades:** S Nebuloscope +2 points/model S Shadowloom +3 points/model V Shield Vanes +2 points/model	 Ranged attacks from this model inflict a -1 Cover Save. Shroud This model has Sv3+

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Particle Beamer	24	6	5+	Heavy 1, 3” Blast
H +6 points per model	2 Linked Tesla Carbines	24	5	-	Assault 2 x2, Tesla
H +8 points per model	2 Linked Gauss Blasters	30	5	4+	Rapid Fire 1 x2, Gauss

Triarch Praetorians Triarch Praetorian	**M WS BS S T W I A Ld Sv** 10 2+ 2+ 4 5 2 2 3 10 3+	**Points: 295** **Composition:** **5-10 Triarch Praetorians**
Wargear Triarch Praetorian: Void Blade Particle Caster	**Options** May take up to 5 more Triarch Praetorians for +59 points each The entire unit may swap their Void Blade and Particle Caster for M	**Rules** Triarch Praetorian: Infantry Reanimation Soulless Machine Bulky Deepstrike Fearless Flying Agents of the Silent King – This is cast as a unit. This model does not suffer the Autowounds from losing Combat Resolution as a Fearless model. If a friendly Necron unit within 6" fails Combat Resolution and does not pass their Ld Test, instead of suffering Autowounds remove one model from the game (no Reanimation) and the unit is considered to have passed the test. Canoptek units are immune to this rule.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Particle Caster and Void Blade	12 Or Melee	5 Or User	3+ Or 4+	Pistol 1 Or Rending, Extra Attack 1
M +2 points per model	Rod of Covenant	12 Or Melee	5 Or User	2+ Or 2+	Assault 2 Or None

Monsters and Swarms

Canoptek Scarab Swarms Scarab Swarm	**M WS BS S T W I A Ld Sv** 10 4+ 5+ 3 3 4 2 4 10 6+	**Points: 120** **Composition:** **3-10 Scarab Swarms**
Wargear Scarab Swarm: Feeder Mandibles	**Options** May take up to 7 more Scarab Swarms for +40 points each	**Rules** Scarab Swarm: Swarm Canoptek Reanimation Living Metal Fearless Soulless Machine Flying Deepstrike Clog the Barrels – Any enemy non-Titanic Monster, Vehicle, or Monstrous Infantry may not fire weapons at any other target except this one while they are engaged in Melee to it. Flame weapons ignore this.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Feeder Mandible	Melee	User	-	Gauss

Canoptek Tomb Sentinel Canoptek Tomb Sentinel	**M WS BS S T W I A Ld Sv** 10 4+ 4+ 6 7 9 2 6 10 3+	**Points: 232** **Composition:** **1 Canoptek Tomb Sentinel**
Wargear Canoptek Tomb Sentinel: Exile Cannon Tomb Sentinel Claws	**Options** May take one H May take one G May take one S	**Rules** Canoptek Tomb Sentinel: Monster Canoptek Living Metal Fearless Soulless Machine Deepstrike Fleet Hit and Run Outflank Steady War Construct – This model does not count as a Monster for Poisoned weapons. Rampage - +d3 Attacks if Outnumbered in Melee.
Special Wargear:	**Special Wargear Upgrades:**	

	G Gloom Prison +2 points S Sepulchral Scarabs +2 points	

Selection	Name	Range	S	AP	Rules
M	Tomb Sentinel Claws	Melee	User	3+	
H	Exile Cannon	12	10	1+	Heavy 1, 3” Blast, Monsterbane

Monstrous Infantry

Canoptek Acanthrites Canoptek Acanthrite	**M WS BS S T W I A Ld Sv** 12 4+ 4+ 4 5 3 2 2 10 3+	**Points: 273** **Composition:** **3-6 Canoptek Acanthrites**
Wargear Canoptek Acanthrite: Cutting Beam Void Blade	**Options** May add up to 6 more Canoptek Acanthrites for +91 points each	**Rules** Canoptek Acanthrite: Monstrous Infantry Canoptek Reanimation Living Metal Fearless Soulless Machine Flying Deepstrike Stealth Very Bulky
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Void Blade	Melee	User	4+	Rending, Extra Attack 1
H	Cutting Beam	12	6	2+	Assault 1, Melta, (Monsterbane)

Canoptek Wraiths Canoptek Wraith	**M WS BS S T W I A Ld Sv** 12 4+ 4+ 4 5 3 2 4 10 3+	**Points: 300** **Composition:** **3-6 Canoptek Wraiths**
Wargear Canoptek Wraith: Vicious Blades	**Options** May add up to 6 more Canoptek Wraiths for +100 points each Any Wraith may take one S	**Rules** Canoptek Wraith: Monstrous Infantry Canoptek Reanimation Living Metal Fearless Soulless Machine Very Bulky Wrath Form – This model has a 4+ Invulnerability Save Phase Generator – This model ignores Terrain and models when moving. It may not end its movement in a place it cannot occupy or end up in Melee unless it did so by Charging successfully.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Vicious Blades	Melee	User	4+	None
S+7 points	Particle Caster	12	5	3+	Pistol 1
S +12 points	Whip Coils	Melee	User	-	Extra Attack 1, +3 Initiative
S +16 points	Cutting Beam	12	6	2+	Assault1, Melta, (Monsterbane)

Ophydian Destroyers Ophydian Destroyer	**M WS BS S T W I A Ld Sv** 10 3+ 5+ 4 4 3 2 3 10 4+	**Points: 168** **Composition:** **3-6 Ophydian Destroyers**
Wargear Ophydian Destroyer: Hyperphase Threshers	**Options** May add up to 6 more Ophydian Destroyers for +56 points each Any Ophydian may swap Hyperphase Threshers for M The unit may take one of each P	**Rules** Ophydian Destroyer: Monstrous Infantry Hard Wired For Destruction Living Metal Reanimation Fearless Soulless Machine Infiltrate Stealth Very Bulky Writhing Bodies – This model is considered to be equipped with Grenades for the purposes of Charging units in Cover.
Special Wargear:	**Special Wargear Upgrades:** P Canoptek Plasmacyte +30 points	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Hyperphase Threshers	Melee	User	3+	Extra Attack 1
M +9 points	Hyperphase Reap-Blade	Melee	+2	1+	

Heavy Support 0-3

Monsters

Canoptek Doomstalkers Canoptek Doomstalker	**M WS BS S T W I A Ld Sv** 10 4+ 4+ 6 7 8 2 3 10 3+	**Points: 231** **Composition:** **1-3 Canoptek Doomstalkers**
Wargear Canoptek Doomstalker: Doomsday Blaster 2 Linked Gauss Flayers Containment Field	**Options** May add up to 2 more Canoptek Doomstalkers for +231 points each	**Rules** Canoptek Doomstalker: Monster Canoptek Living Metal Fearless Soulless Machine
Special Wargear: Containment Field – 5+ Invulnerability Save	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Doomsday Blaster	36	8	2+	Heavy 1, 5” Blast, Lance, Monsterbane
S	2 Linked Gauss Flayers	24	4	5+	Rapid Fire 1 x2, Gauss

Monstrous Infantry

Lokhust Destroyers Lokhust Destroyer	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 4 5 3 2 2 10 3+	**Points: 222** **Composition:** **3-6 Lokhust Destroyers**
Wargear Lokhust Destroyer: Gauss Cannon	**Options** May add up to 6 more Lokhust Destroyers for +74 points each	**Rules** Lokhust Destroyer: Monstrous Infantry Hard Wired For Destruction Living Metal Reanimation Fearless Soulless Machine Flying Steady
Special Wargear:	**Special Wargear Upgrades:** P Canoptek Plasmacyte +30 points	

Selection	Name	Range	S	AP	Rules
R	Gauss Cannon	24	5	3+	Rapid Fire 2

Heavy Lokhust Destroyers Heavy Lokhust Destroyer	**M WS BS S T W I A Ld Sv** 8 3+ 3+ 4 5 4 2 2 10 3+	**Points: 98** **Composition:** **1-3 Heavy Lokhust Destroyers**
Wargear Heavy Lokhust Destroyer: Gauss Destructor	**Options** May add up to 2 more Heavy Lokhust Destroyers for +98 points each Any Heavy Lokhust Destroyer may swap Gauss Destructor for H The Unit may take one P	**Rules** Heavy Lokhust Destroyer: Monstrous Infantry Hard Wired For Destruction Living Metal Reanimation Fearless Soulless Machine Flying Steady
Special Wargear:	**Special Wargear Upgrades:** P Canoptek Plasmacyte +30 points	

Selection	Name	Range	S	AP	Rules
H	Gauss Destructor	36	10	1+	Heavy 1, Gauss
H +9 points	Enmitic Exterminator	36	7	4+	Heavy 1, 5” Blast

Vehicles

Annihilation Barges Annihilation Barge	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 5 11 11 11 8 1 3 10 3+	**Points: 113** **Composition:** **1-3 Annihilation Barges**
Wargear Annihilation Barge: 2 Linked Tesla Destroyers Tesla Cannon	**Options** May add up to 2 more Annihilation Barges for +113 points each Any Annihilation Barge may swap Tesla Cannon for Gauss Cannon	**Rules** Annihilation Barge: Vehicle Tank Living Metal Quantum Shielding Fearless Soulless Machine Flying Open Topped
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
T	2 Linked Tesla Destroyers	24	6	-	Assault 3 x2, Tesla, Turret, Primary
H	Tesla Carbine	24	5	-	Assault 2, Tesla, Hull
H +1 point	Gauss Cannon	24	5	3+	Rapid Fire 2, Gauss, Hull

Doomsday Ark Doomsday Ark	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 11 11 11 14 1 3 10 3+	**Points: 149** **Composition:** **1 Doomsday Ark**
Wargear Doomsday Ark: Doomsday Blaster 5 Linked Gauss Flayers 5 Linked Gauss Flayers	**Options**	**Rules** Doomsday Ark: Vehicle Tank Living Metal Quantum Shielding Fearless Soulless Machine Flying Open Topped
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Doomsday Blaster	72	D	1+	Heavy 1, 3” Blast, Destroyer, Monsterbane, Hull, Primary
S	5 Linked Gauss Flayers	24	4	5+	Rapid Fire 1 x5, Gauss, Hull

Tesseract Ark Tesseract Ark	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 5 12 12 12 10 1 3 10 3+	**Points: 112** **Composition:** **1 Tesseract Ark**
Wargear Tesseract Ark: Tesseract Singularity Chamber 2 Linked Tesla Carbines	**Options** May swap 2 Linked Tesla Carbines for S	**Rules** Tesseract Ark: Vehicle Tank Living Metal Quantum Shielding Fearless Soulless Machine Flying Open Topped
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Tesseract Singularity Chamber	Flame Or 24	6 Or 8	3+ Or 1+	Assault 1, Primary, Hull Or Heavy 2, Melta (Monsterbane), Primary, Hull
S	2 Linked Tesla Carbines	24	5	-	Assault 2 x2, Tesla, Hull
S +0 points	2 Linked Particle Beamers	24	6	5+	Heavy 1 x2, 3” Blast, Hull
S +2 points	2 Linked Gauss Cannons	24	5	3+	Rapid Fire 2 x2, Gauss, Hull

Weapon Platforms

Sentry Pylons Sentry Pylon	**M WS BS S T W I A Ld Sv** - - 3+ - 7 6 - - 10 3+	**Points: 81** **Composition:** **1-3 Sentry Pylons**
Wargear Sentry Pylon: Focused Death Ray Sepulchral Scarabs	**Options** May add up to 2 more Sentry Pylons for +81 points each Any model may swap Focused Death Ray for T	**Rules** Sentry Pylon: Monster Living Metal Fearless Soulless Machine Immobile Deepstrike

Special Wargear:	Special Wargear Upgrades:	

Selection	Name	Range	S	AP	Rules
T	Focused Death Ray	48	10	1+	Heavy 1, Monsterbane
T +7 points	Gauss Exterminator	120	9	2+	Heavy 2, Gauss, Monsterbane, AA
T +56 points	Heat Cannon	36	10	1+	Heavy 2, 3" Blast, Melta, (Monsterbane)

Flyers 0-2

Doom Scythe Doom Scythe	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 6 11 11 11 12 1 3 10 3+	**Points: 194** **Composition:** **1 Doom Scythe**
Wargear Doom Scythe: 2 Linked Tesla Destructors Death Ray	**Options**	**Rules** Doom Scythe: Vehicle Living Metal Fearless High Altitude
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	2 Linked Tesla Destructors	24	6	-	Assault 3 x2, Tesla, Hull, Primary
S	Death Ray	24	10	1+	Heavy 1, 3" Blast, Lance, Monsterbane, Hull, Primary

Night Scythe Night Scythe	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 6 11 11 11 12 1 3 10 3+	**Points: 157** **Composition:** **1 Night Scythe**
Wargear Night Scythe: 2 Linked Tesla Destructors	**Options**	**Rules** Night Scythe: Vehicle Living Metal Fearless High Altitude Invasion Beam – Teleporter. This model has a Transport Capacity of 20, but instead of carrying the models it keeps them in Reserve. Any model with a Teleporter rule may bring up to its Transport capacity to the field each Turn. The Invasion Beam may Deepstrike the models anywhere along the flight path it moved this turn without Scattering. Each model deployed this way must take a Dangerous Terrain test.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Tesla Destructors	24	6	-	Assault 3 x2, Tesla, Hull, Primary

Night Shroud Bomber Night Shroud Bomber	**M WS BS S FA SA RA W I A Ld Sv** 50 5+ 3+ 6 12 12 12 14 1 3 10 3+	**Points: 221** **Composition:** **1 Night Shroud Bomber**
Wargear Night Shroud Bomber: 2 Linked Tesla Destructors Death Sphere	**Options**	**Rules** Night Shroud Bomber: Vehicle Living Metal Fearless High Altitude
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Tesla Destructors	24	6	-	Assault 3 x2, Tesla, Hull, Primary
B	Death Sphere	Bomb	10	1+	Heavy 1, 5” Blast, Pinning, Monsterbane, Hull, Primary

Dedicated Transports 0-1/Legal Slot

Ghost Ark Ghost Ark	**M WS BS S FA SA RA W I A Ld Sv** 12 5+ 3+ 6 11 11 11 14 1 3 10 3+	**Points: 185** **Composition:** **1 Ghost Ark**
Wargear Ghost Ark: 5 Linked Gauss Flayers 5 Linked Gauss Flayers	**Options**	**Rules** Ghost Ark: Vehicle Tank Living Metal Quantum Shielding Fearless Soulless Machine Flying Open Topped Transport 10 – Access Front and Sides Repair Barge – 6" Aura, target unit gains +1 to Reanimation Rolls. This can never surpass 4+ by any means.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	5 Linked Gauss Flayers	24	4	5+	Rapid Fire 1 x5, Gauss, Hull

Lord of War 0-1

C'Tan Shards

C'Tan Shard of the Deceiver Deceiver	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 6 8 12 4 6 10 3+	**Points: 374** **Composition:** **1 C'Tan Shard of the Deceiver**
Wargear Deceiver: Golden Fists Necrodermis	**Options** May choose one C'Tan Power or randomly choose one each turn for +27 points	**Rules** Deceiver: Monster Unique Living Metal Fearless Soulless Machine Hit and Run Dread – 12" Aura, target unit must make a Fear Test Grand Illusion – After Deployment, but before Infiltrators are placed, redeploy d3 of your units. Immune to Natural Law – Ignores models and Terrain for moving. May not fire Overwatch with C'Tan Powers. This model ignores the extra Wound it suffers from Monsterbane.
Special Wargear: Necrodermis – 4+ Invulnerability Save. Explodes on a 4+ S6 AP1+ d6" Radius	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Golden Fists	Melee	+3	3+	Sniper (2+)
Power +16 points	Cosmic Fire	24	6	4+	Assault 1, 5" Blast, Ignores Cover
Power +17 points	Time's Arrow	24	5	2+	Assault 2, Sniper (3+)
Power +18 points	Transdimensional Thunderbolt	24	9	1+	Assault 1, Tesla, Monsterbane
Power +29 points	Seismic Assault	24	6	4+	Assault 10
Power +40 points	Antimatter Meteor	24	8	3+	Assault 1, 5" Blast, Monsterbane

Power +44 points	Sky of Falling Stars	24	7	4+	Assault 3, 3” Blast, Monsterbane

C’Tan Shard of the Nightbringer Nightbringer	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 6 8 12 4 6 10 -	**Points: 338** **Composition:** **1 C’Tan Shard of the Nightbringer**
Wargear Nightbringer: Scythe of the Nightbringer Necrodermis	**Options** May choose one C’Tan Power or randomly choose one each turn for +27 points	**Rules** Nightbringer: Monster Unique Living Metal Fearless Soulless Machine Death – Each time this model is nominated to fight in Melee, it inflicts an Autowound with AP2+ on each model in base contact, friend or foe. Gaze of Death – In the Shooting Phase, you may target a unit within 12”. The unit takes a Ld test on 3d6, dropping the lowest die. For each point the Ld test failed by, the unit suffers an Autowound with AP2+. This overrides the normal AP- of Autowounds. If this does any Wounds to the target, the Nightbringer Heals 1 Wound as an exception to the normal Heal rules. Immune to Natural Law – Ignores models and Terrain for moving. May not fire Overwatch with C’Tan Powers. This model ignores the extra Wound it suffers from Monsterbane.
Special Wargear: Necrodermis – 4+ Invulnerability Save. Explodes on a 4+ S6 AP1+ d6” Radius	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Scythe of the Nightbringer	Melee	User	2+	Poisoned (2+), Monsterbane, No Invulnerability Save

Power +16 points	Cosmic Fire	24	6	4+	Assault 1, 5” Blast, Ignores Cover
Power +17 points	Time’s Arrow	24	5	2+	Assault 2, Sniper (3+)
Power +18 points	Transdimensional Thunderbolt	24	9	1+	Assault 1, Tesla, Monsterbane
Power +29 points	Seismic Assault	24	6	4+	Assault 10
Power +40 points	Antimatter Meteor	24	8	3+	Assault 1, 5” Blast, Monsterbane
Power +44 points	Sky of Falling Stars	24	7	4+	Assault 3, 3” Blast, Monsterbane

C’Tan Shard of the Void Dragon Void Dragon	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 6 8 12 4 6 10 -	**Points: 382** **Composition:** **1 C’Tan Shard of the Void Dragon**
Wargear Void Dragon: Spear of the Void Dragon Canoptek Tail Blades Necrodermis	**Options** May choose one C’Tan Power or randomly choose one each turn for +27 points	**Rules** Void Dragon: Monster Unique Living Metal Fearless Soulless Machine Matter Absorption – Each time a Vehicle or Titanic Vehicle is destroyed within 18” of this unit roll a d6. On a 2+, heal 1 Wound. This is an exception to the normal Heal rules. Immune to Natural Law – Ignores models and Terrain for moving. May not fire Overwatch with C’Tan Powers. This model ignores the extra Wound it suffers from Monsterbane.
Special Wargear: Necrodermis – 4+ Invulnerability Save. Explodes on a 4+ S6 AP1+ d6” Radius	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Spear of the Void Dragon	24 or	10 or	1+ or	Assault 2, Lance, Monsterbane

		Melee	3+	1+	Armourbane
T	Canoptek Tail Blades	Melee	User	4+	Extra Attack 1, Auxiliary
Power +16 points	Cosmic Fire	24	6	4+	Assault 1, 5” Blast, Ignores Cover
Power +17 points	Time’s Arrow	24	5	2+	Assault 2, Sniper (3+)
Power +18 points	Transdimensional Thunderbolt	24	9	1+	Assault 1, Tesla, Monsterbane
Power +29 points	Seismic Assault	24	6	4+	Assault 10
Power +40 points	Antimatter Meteor	24	8	3+	Assault 1, 5” Blast, Monsterbane
Power +44 points	Sky of Falling Stars	24	7	4+	Assault 3, 3” Blast, Monsterbane

C’Tan Shard Transcendent Transcendent	**M WS BS S T W I A Ld Sv** 8 2+ 2+ 6 8 12 4 6 10 -	**Points: 275** **Composition:** **1 C’Tan Shard of the Transcendent**
Wargear Transcendent: Crackling Tendrils Necrodermis	**Options** May choose up to two C’Tan Powers or randomly choose two each turn for +54 points	**Rules** Transcendent: Monster Living Metal Fearless Soulless Machine Immune to Natural Law – Ignores models and Terrain for moving. May not fire Overwatch with C’Tan Powers. This model ignores the extra Wound it suffers from Monsterbane.
Special Wargear: Necrodermis – 4+ Invulnerability Save. Explodes on a 4+ S6 AP1+ d6” Radius	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
M	Crackling Tendrils	Melee	User	1+	None
Power +16 points	Cosmic Fire	24	6	4+	Assault 1, 5” Blast, Ignores Cover
Power +17 points	Time’s Arrow	24	5	2+	Assault 2, Sniper (3+)

Power +18 points	Transdimensional Thunderbolt	24	9	1+	Assault 1, Tesla, Monsterbane
Power +29 points	Seismic Assault	24	6	4+	Assault 10
Power +40 points	Antimatter Meteor	24	8	3+	Assault 1, 5” Blast, Monsterbane
Power +44 points	Sky of Falling Stars	24	7	4+	Assault 3, 3” Blast, Monsterbane

Other

Gauss Pylon Gauss Pylon	**M WS BS S FA SA RA W I A Ld Sv** - - 3+ - 13 13 13 18 - - 10 3+	**Points: 462** **Composition:** **1 Gauss Pylon**
Wargear Gauss Pylon: Gauss Annihilator	**Options**	**Rules** Gauss Pylon: Titanic Vehicle Living Metal Fearless Soulless Machine Deep Strike Immobile Phase Shift Generator – 6” Aura, this model and target unit gain 5+ Invulnerability Save. Doomsday Weapon – This weapon cannot be Disabled.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
T	Gauss Annihilator	120 Or 120	D Or D	1+ Or 1+	Heavy 2, Destroyer, Monsterbane, AA, Turret Heavy 1, 5” Blast, Destroyer, Monsterbane, Turret, Primary

Seraptek Heavy Construct Seraptek Heavy Construct	**M WS BS S FA SA RA W I A Ld Sv** 12 3+ 3+ 8 14 14 14 28 2 6 10 3+	**Points: 749** **Composition:** **1 Seraptek Heavy Construct**
Wargear Seraptek Heavy Construct: Titanic Forelimbs 2 Linked Singularity Generators Containment Field	**Options** May swap 2 Linked Singularity Generators for H	**Rules** Seraptek Heavy Construct: Titanic Vehicle Combat Walker Canoptek Living Metal Fearless Soulless Machine Steady
Special Wargear: Containment Field – 5+ Invulnerability Save	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
M	Titanic Forelimbs	Melee	D	1+	Destroyer, Monsterbane
H	2 Linked Singularity Generators	36	8	2+	Heavy 1, 5” Blast, Monsterbane, Hull
H +0 points	2 Linked Synaptic Obliterators and Transdimensional Projectors	72 And 24	D And 6	1+ And 3+	Heavy 1 x2, Monsterbane, Hull Heavy 1 x2, 3” Blast, Hull

Monoliths

Obelisk Obelisk	**M WS BS S FA SA RA W I A Ld Sv** 4 5+ 3+ 8 14 14 14 28 1 9 10 3+	**Points: 621** **Composition:** **1 Obelisk**
Wargear Obelisk: 4 Tesla Spheres Grav Pulse	**Options**	**Rules** Obelisk: Titanic Tank Canoptek Living Metal Fearless Soulless Machine Flying Deepstrike Massive Battery Unit – This model explodes on a 4+ when destroyed. If this model does not use its Grav Pulse this Shooting Phase (still triggers if eligible models enter the True Aura), you may fire each Tesla Sphere twice this Shooting Phase.
Special Wargear: Grav Pulse – 12" True Aura. Only Use during your Shooting Phase. All Flying and High Altitude models in range except this model, friend and foe, suffer a S10 AP2+ Auto Hit with Monsterbane. This ability does not work if the Obelisk has been reduced to M0. If any Flying or High Altitude models enter this Aura, they are Hit as if it were your Shooting Phase. They will still be hit in your Shooting Phase.	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
S	4 Tesla Spheres	24	6	-	Assault 5, Tesla, Sponson

Tesseract Vault Tesseract Vault	**M WS BS S FA SA RA W I A Ld Sv** 4 5+ 2+ 8 14 14 14 28 1 9 10 3+	**Points: 461** **Composition:** **1 Tesseract Vault**
Wargear Obelisk: 4 Tesla Spheres Star God Forcefield	**Options** Tesseract Vault may purchase two C'Tan Powers, either of which may be randomized each turn for +93 points each instead.	**Rules** Obelisk: Titanic Tank Canoptek Living Metal Fearless Soulless Machine Flying Deepstrike Open Topped
Special Wargear: Star God Forcefield – 5+ Invulnerability Save. This model explodes on a 4+.	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
S	4 Tesla Spheres	24	6	-	Assault 5, Tesla, Sponson
Power +51 points	Charged Time's Arrow	36	5	2+	Assault 2, Sniper (2+), Ignore Invulnerability Saves
Power +68 points	Charged Cosmic Fire	36	8	3+	Assault 1, 5" Blast, Monsterbane, Ignores Cover
Power +69 points	Charged Transdimensional Thunderbolt	36	10	1+	Assault 2, Armourbane, Tesla, Monsterbane
Power +70 points	Charged Seismic Assault	36	6	4+	Assault 20
Power +148 points	Charged Sky of Falling Star	36	7	4+	Assault 3, 5" Blast
Power +152 points	Charged Antimatter Meteor	36	8	3+	Assault 1, 10" Blast, Ordnance, Monsterbane

Monolith Monolith	**M WS BS S FA SA RA W I A Ld Sv** 4 5+ 3+ 8 14 14 14 24 1 9 10 3+	**Points: 557** **Composition:** **1 Monolith**
Wargear Monolith: Particle Whip 4 Gauss Arc Fluxes	**Options** Monolith may swap 4 Gauss Arc Fluxes for S	**Rules** Monolith: Titanic Tank Living Metal Fearless Soulless Machine Deepstrike Eternity Portal – Teleporter. This model has a Transport Capacity of 20, but instead of carrying the models it keeps them in Reserve. Any model with a Teleporter rule may bring up to its Transport capacity to the field each Turn. Access Front.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	Particle Whip	24	8	3+	Heavy 1, 5” Blast, Ordnance, Monsterbane, Hull
S	4 Gauss Arc Fluxes	24	5	4+	Rapid Fire 5 x4, Gauss, Sponson
S +88 points	4 Death Rays	24	10	1+	Heavy 1 x4, 3” Blast, Lance, Monsterbane, Sponson

Doomsday Monolith Doomsday Monolith	**M WS BS S FA SA RA W I A Ld Sv** 4 5+ 3+ 8 14 14 14 36 1 9 10 3+	**Points: 668** **Composition:** **1 Doomsday Monolith**
Wargear Doomsday Monolith: Gauss Obliterator 4 Gauss Arc Fluxes	**Options** Doomsday Monolith may swap 4 Gauss Arc Fluxes for S	**Rules** Doomsday Monolith: Titanic Tank Living Metal Fearless Soulless Machine Deepstrike Particle Focus – Any number of Monoliths within range and firing arcs of their Particle Whips to the Doomsday Monolith may forgo their shooting with their particle whips. For each shot given up, the Gauss Obliterator may fire an additional time. Eternity Portal – Teleporter. This model has a Transport Capacity of 20, but instead of carrying the models it keeps them in Reserve. Any model with a Teleporter rule may bring up to its Transport capacity to the field each Turn. Access Front.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Gauss Obliterator	24	D	1+	Heavy 1, 5” Blast, Destroyer, Monsterbane, Hull
S	4 Gauss Arc Fluxes	24	5	4+	Rapid Fire 5 x4, Gauss, Sponson
S +88 points	4 Death Rays	24	10	1+	Heavy 1 x4, 3” Blast, Lance, Monsterbane, Sponson

Megalith Megalith	**M WS BS S FA SA RA** 4 5+ 3+ 10 14 14 14 **W I A Ld Sv** 160 1 15 10 3+	**Points: 2022** **Composition:** **1 Megalith**
Wargear Megalith: Gauss Eradicator 4 Gauss Arc Fluxes 4 Gauss Arc Fluxes 4 Gauss Arc Fluxes	**Options** Megalith may swap any 4 Gauss Arc Fluxes for S	**Rules** Megalith: Titanic Tank Living Metal Fearless Soulless Machine Deepstrike Monolith Vault – This model may carry up to 3 Monoliths as a Transport. They may deploy up to 12" Away. Particle Focus – Any number of Monoliths within range and firing arcs of their Particle Whips to the Megalith may forgo their shooting with their particle whips. For each shot given up, the Gauss Eradicator may fire an additional time. Eternity Portal – Teleporter. This model has a Transport Capacity of 20, but instead of carrying the models it keeps them in Reserve. Any model with a Teleporter rule may bring up to its Transport capacity to the field each Turn. Access Front. Gates of the Tomb World – This model may use the Eternity Portal up to two more times each turn by using its Access Points on each side.
Special Wargear:	**Special Wargear Upgrades:**	

Selection	Name	Range	S	AP	Rules
H	Gauss Eradicator	72	D	1+	Heavy 1, 10" Blast, Destroyer, Monsterbane, Hull
S	4 Gauss Arc Fluxes	24	5	4+	Rapid Fire 5 x4, Gauss, Sponson
S +88 points	4 Death Rays	24	10	1+	Heavy 1 x4, 3" Blast, Lance, Monsterbane, Sponson

Fortifications 0-1/1000 points

Convergence of Dominion Convergence of Dominion	**M WS BS S T W I A Ld Sv** - - 4+ - 7 15 - - - 3+	**Points: 175** **Composition:** **1 Convergence of Dominion**
Wargear Convergence of Dominion: 2 Linked Tesla Destructors 2 Linked Tesla Destructors	**Options**	**Rules** Convergence of Dominion: Building Living Metal Immobile Deepstrike Translocation Protocols – 6" Aura, target unit does not Scatter when Deepstriking Relentless March – 6" Aura, this model and target unit gain M+2
Special Wargear:	**Special Wargear Upgrades:**	

Selection	**Name**	**Range**	**S**	**AP**	**Rules**
H	2 Linked Tesla Destructors	24	6	-	Assault 3 x2, Tesla, Hull

Power Crucible Power Crucible	**M WS BS S T W I A Ld Sv** - - - - 8 20 - - - 3+	**Points: 255** **Composition:** **1 Power Crucible**
Wargear Power Crucible: Defense Field	**Options**	**Rules** Power Crucible: Building Living Metal Immobile
Special Wargear: Defense Field – 6" Aura, this model and target unit gain a 5+ Invulnerability Save	**Special Wargear Upgrades:**	

Tomb Ziggurat Tomb Ziggurat	**M WS BS S T W I A Ld Sv** - - - - 8 30 - - - 3+	**Points: 334** **Composition:** **1 Tomb Ziggurat**
Wargear Tomb Ziggurat: Defense Field	**Options**	**Rules** Tomb Ziggurat: Titanic Building Living Metal Immobile Ziggurat Dock – a Monolith may Dock to the top of the Tomb Ziggurat. Particle Whips that are docked gain S+1, but the Monolith may no longer use its Eternity Gate. Resurrection Amplifier – 6" Aura, target unit gains +1 to Reanimation Rolls. This can never be improved by more then +1. Eternity Portal – Teleporter. This model has a Transport Capacity of 20, but instead of carrying the models it keeps them in Reserve. Any model with a Teleporter rule may bring up to is Transport capacity to the field each Turn. Access Front.
Special Wargear:	**Special Wargear Upgrades:**	