New Roster (Warhammer 40,000 9th Edition) [73 PL, -1CP, 1,495pts]

Battalion Detachment 0CP (Necrons) [73 PL, -1CP, 1,495pts]

Rules: *Dynastic Agents and Star Gods, The Royal Court*

Configuration

Detachment CP

Categories: CONFIGURATION

Dynasty Choice

Selections: Circumstance of Awakening: Relentlessly Expansionist, Dynastic Tradition: Eternal Conquerors, Dynasty: <Custom>

Categories: CONFIGURATION

Rules: *Objective Secured*

Dynastic Code: *Eternal Conquerors, Relentlessly Expansionist*

Dynastic Code	Description	Ref
Eternal Conquerors	Units with this code have the Objective Secured ability. If a model in such a unit already has this ability, that model counts as one additional model when determining control of an objective marker.	Codex: Necrons p54
Relentlessly Expansionist	At the start of the first battle round, before the first turn begins, units with this code can make a Normal Move of up to 6".	Codex: Necrons p55

HQ [22 PL, -1CP, 425pts]

Catacomb Command Barge [9 PL, 180pts]

Selections: Gauss Cannon [5pts], Relic: Orb of Eternity, Resurrection Orb [30pts], Staff of Light, Warlord, Warlord Trait (Codex 4): Thrall of the Silent King

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

Rules: Command Protocols, Living Metal

Abilities: Hovering, My Will Be Done, Orb of Eternity, Quantum Shielding, Relentless March (Aura), Resurrection Orb, **Explosion:** Explodes (6/3/1), **Unit:** Catacomb Command Barge, **Warlord Trait:** Thrall of the Silent King, **Weapon:** Gauss Cannon, Staff of Light (Melee), Staff of Light (Shooting)

Abilities	Description	Ref
Hovering	Distances are measured to and from either this model's hull or its base, whichever is the closest.	Codex: Necrons p88
My Will Be Done	In your Command phase, you can select one friendly <DYNASTY> CORE unit within 9" of this unit. Until the start of your next Command phase, each time a model in that unit makes an attack, add 1 to that attack's hit roll. Each unit can only be selected for this ability once per phase.	Codex: Necrons p88
Orb of Eternity	This relic replaces a resurrection orb. Once per battle, in your Command phase, the bearer can use this Relic. If it does, select one friendly <DYNASTY> unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble. Each time a Reanimation Protocol roll is made for those reanimation protocols, add 1 to the result.	Codex: Necrons p66
Quantum Shielding	This model has a 5+ invulnerable save. In addition, each time an attack is made against this model, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.	Codex: Necrons p88
Relentless March (Aura)	While a friendly <DYNASTY> CORE unit is within 6" of this model, each time that unit is selected to make a Normal Move or Advance, until the end of the phase, add 1" to the Move characteristic of models in that unit.	Codex: Necrons p86
Resurrection Orb	Once per battle, in your Command phase, the bearer can use its resurrection orb. If it does, select one friendly <DYNASTY> unit within 6" of the bearer that is not at its Starting Strength and has not had its reanimation protocols enacted this phase. That unit's reanimation protocols are enacted, and every destroyed model in that unit begins to reassemble.	Codex: Necrons p87

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

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

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Cannon	24"	Heavy 3	6	-3	D3	-	Codex: Necrons p112
Staff of Light (Melee)	Melee	Melee	User	-2	1	-	Codex: Necrons p115
Staff of Light (Shooting)	18"	Assault 3	5	-2	1	-	Codex: Necrons p113

Crypteks [6 PL, 115pts]

Categories: HQ

Cryptothralls [2 PL, 40pts]

Categories: Cryptothralls, Faction: <Dynasty>, Faction: Canoptek, Faction: Necrons, Infantry

Rules: Command Protocols, Living Metal, Reanimation Protocols

Abilities: Bound Creation, Protectors (Aura), Systematic Vigour

2x Cryptothrall

Selections: 2x Scouring Eye, 2x Scythed Limbs

Unit: *Cryptothrall*, **Weapon:** *Scouring Eye, Scythed Limbs*

Technomancer [4 PL, 75pts]

Selections: Staff of Light

Categories: Character, Cryptek, Faction: <Dynasty>, Faction: Necrons, Infantry, Technomancer

Rules: Command Protocols, Living Metal

Abilities: Dynastic Advisors, Rites of Reanimation, **Unit:** *Technomancer*, **Weapon:** *Staff of Light (Melee), Staff of Light (Shooting)*

Abilities	Description	Ref
Bound Creation	If your army is Battle-forged, then for each CRYPTEK unit included in a Detachment, one CRYPTOTHRALLS unit can be included in that Detachment without taking up a Battlefield Role slot. [These are located in the individual Cryptek selections of Battlescribe]	Codex: Necrons p95
Dynastic Advisors	If your army is Battle-forged, then for each CRYPTEK unit (excluding DYNASTIC AGENTS units) included in a Detachment that also contains at least one NOBLE unit, a second CRYPTEK unit (excluding DYNASTIC AGENTS units) can be included in that Detachment without taking up an additional Battlefield Role slot. [These are located in the Cryptek Selection under Dynastic Advisor]	Codex: Necrons p90
Protectors (Aura)	While a friendly CRYPTEK unit is within 3" of this unit, enemy units cannot target that CRYPTEK unit with ranged weapons.	Codex: Necrons p95
Rites of Reanimation	In your Command phase, you can select one friendly <DYNASTY> CORE unit within 6" of this model. One destroyed model from that unit is Reanimated. If the selected unit is a NECRON WARRIORS unit, D3 destroyed models from that unit are Reanimated instead. Each unit can only be selected for this ability once per phase.	Codex: Necrons p84
Systematic Vigour	While this unit is within 6" of any friendly CRYPTEK units, models in this unit have a Weapon Skill and Ballistic Skill of 3+ and an Attacks characterisitc of 6.	Codex: Necrons p95

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Cryptothrall	5"	4+	4+	5	5	2	3	10	3+	Codex: Necrons p95
Technomancer	5"	3+	3+	4	4	4	1	10	4+	Codex: Necrons p90

Weapon	Range	Type	S	AP	D	Abilities	Ref
Scouring Eye	12"	Pistol 2	5	-2	1	-	Codex: Necrons p112
Scythed Limbs	Melee	Melee	User	-1	1	-	Codex: Necrons p115
Staff of Light (Melee)	Melee	Melee	User	-2	1	-	Codex: Necrons p115
Staff of Light (Shooting)	18"	Assault 3	5	-2	1	-	Codex: Necrons p113

Skorpekh Lord [7 PL, -1CP, 130pts]

Selections: Enmitic Annihilator, Flensing Claw, Hyperphase Harvester, Rarefied Nobility [-1CP], Warlord Trait (Codex 2): Eternal Madness

Categories: Faction: <Dynasty>, Faction: Destroyer Cult, Faction: Necrons, Character, Infantry, Skorpekh Lord, HQ

Rules: Command Protocols, Living Metal

Abilities: *Hardwired for Destruction, Phase Shifter, United in Destruction (Aura)*, **Unit:** *Skorpekh Lord*, **Warlord Trait:** *Eternal Madness*, **Weapon:** *Enmitic Annihilator, Flensing Claw, Hyperphase Harvester*

Abilities	Description	Ref
Hardwired for Destruction	Each time this model makes an attack, re-roll a hit roll of 1.	Codex: Necrons p86
Phase Shifter	This model has a 4+ invulnerable Save.	Codex: Necrons p82
United in Destruction (Aura)	While a friendly <DYNASTY> DESTROYER CULT unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a wound roll of 1.	Codex: Necrons p86

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Skorpekh Lord	8"	2+	2+	6	6	6	4	10	3+	Codex: Necrons p86

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Enmitic Annihilator	18"	Assault 2D3	6	-1	1	Blast	Codex: Necrons p112
Flensing Claw	Melee	Melee	User	-1	1	Each time an attack is made with this weapon, make 2 hit rolls instead of 1.	Codex: Necrons p114
Hyperphase Harvester	Melee	Melee	+2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.	Codex: Necrons p114

Troops [24 PL, 520pts]

Necron Warriors [12 PL, 260pts]

Categories: Faction: <Dynasty>, Faction: Necrons, Infantry, Core, Necron Warriors, Troops

Rules: Command Protocols, Objective Secured, Reanimation Protocols

Abilities: *Their Number Is Legion*

20x Necron Warrior (Gauss Flayer) [260pts]

Selections: 20x Gauss Flayer

Unit: *Necron Warrior*, **Weapon:** *Gauss Flayer*

Abilities	Description	Ref
Their Number Is Legion	Re-roll Reanimation Protocol rolls of 1 made for this unit.	Codex: Necrons p92

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Flayer	24"	Rapid Fire 1	4	-1	1	-	Codex: Necrons p112

Necron Warriors [6 PL, 130pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, CORE, NECRON WARRIORS, TROOPS

Rules: Command Protocols, Objective Secured, Reanimation Protocols

Abilities: Their Number Is Legion

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

Selections: 10x Gauss Flayer

Unit: Necron Warrior, **Weapon:** Gauss Flayer

Abilities	Description	Ref
Their Number Is Legion	Re-roll Reanimation Protocol rolls of 1 made for this unit.	Codex: Necrons p92

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Flayer	24"	Rapid Fire 1	4	-1	1	-	Codex: Necrons p112

Necron Warriors [6 PL, 130pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, INFANTRY, CORE, NECRON WARRIORS, TROOPS

Rules: Command Protocols, Objective Secured, Reanimation Protocols

Abilities: Their Number Is Legion

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

Selections: 10x Gauss Flayer

Unit: Necron Warrior, **Weapon:** Gauss Flayer

Abilities	Description	Ref
Their Number Is Legion	Re-roll Reanimation Protocol rolls of 1 made for this unit.	Codex: Necrons p92

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
Gauss Flayer	24"	Rapid Fire 1	4	-1	1	-	Codex: Necrons p112

Elites [11 PL, 225pts]

Skorpekh Destroyers [6 PL, 120pts]

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, FACTION: DESTROYER CULT, INFANTRY, SKORPEKH DESTROYERS, ELITES

Rules: Command Protocols, Living Metal, Reanimation Protocols

Abilities: Hardwired for Destruction

Canoptek Plasmacyte [1 PL, 15pts]

Selections: Monomolecular Proboscis

Categories: CANOPTEK PLASMACYTE, BEAST, FLY, FACTION: NECRONS, FACTION: CANOPTEK, FACTION: <DYNASTY>

Rules: Command Protocols, Dimensional Translocation

Abilities: Evasion Protocol, Infused Madness, Recall Protocol, Viral Construct, **Unit:** Canoptek Plasmacyte, **Weapon:** Monomolecular Proboscis

Skorpekh Destroyer (Reap-Blade) [35pts]

Selections: Hyperphase Reap-Blade

Unit: Skorpekh Destroyer, **Weapon:** Hyperphase Reap-Blade

2x Skorpekh Destroyer (Thresher) [70pts]

Selections: 2x Hyperphase Threshers

Unit: Skorpekh Destroyer, **Weapon:** Hyperphase Threshers

Abilities	Description	Ref
Evasion Protocol	While this model is within 3" of a friendly <DYNASTY> DESTROYER CULT unit, enemy models cannot target this model with ranged weapons unless it is the closest eligible target. In addition, this unit cannot perform actions.	Codex: Necrons p96
Hardwired for Destruction	Each time this model makes an attack, re-roll a hit roll of 1.	Codex: Necrons p86
Infused Madness	Once per turn, at the start of either your Charge phase or the Fight phase, you can select one friendly <DYNASTY> DESTROYER CULT unit within 3" of this model. If you do, roll one D6: on a 1, one model in that unit is destroyed. Regardless of the result, until the end of the turn, add 1 to the Strength and Attacks characteristics of models in that unit. Each unit can only be selected for this ability once per turn.	Codex: Necrons p96
Recall Protocol	In the Unit Coherency Checks step of the Morale phase, if this model is not within 6" of any friendly <DYNASTY> DESTROYER CULT units, this model is destroyed.	Codex: Necrons p96
Viral Construct	If your army is Battle-forged, then for each <DYNASTY> DESTROYER CULT unit included in a Detachment, one <DYNASTY> CANOPTEK PLASMACYTE unit can be included in that Detachment without taking up a Battlefield Role slot. You cannot include more <DYNASTY> CANOPTEK PLASMACYTE units in a Detachment than there are <DYNASTY> DESTROYER CULT units in that Detachment. [These are located in the individual Destroyer Cult Units in Battlescribe]	Codex: Necrons p96

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Plasmacyte	8"	4+	4+	4	5	1	1	10	4+	Codex: Necrons p96
Skorpekh Destroyer	8"	3+	3+	5	5	3	3	10	3+	Codex: Necrons p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hyperphase Reap-Blade	Melee	Melee	+2	-4	3	-	Codex: Necrons p114
Hyperphase Threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Necrons p114
Monomolecular Proboscis	Melee	Melee	User	-1	1	-	Codex: Necrons p114

Skorpekh Destroyers [5 PL, 105pts]

Categories: Faction: <Dynasty>, Faction: Necrons, Faction: Destroyer Cult, Infantry, Skorpekh Destroyers, Elites

Rules: Command Protocols, Living Metal, Reanimation Protocols

Abilities: Hardwired for Destruction

Skorpekh Destroyer (Reap-Blade) [35pts]

Selections: Hyperphase Reap-Blade

Unit: Skorpekh Destroyer, **Weapon:** Hyperphase Reap-Blade

2x Skorpekh Destroyer (Thresher) [70pts]

Selections: 2x Hyperphase Threshers

Unit: Skorpekh Destroyer, **Weapon:** Hyperphase Threshers

Abilities	Description	Ref
Hardwired for Destruction	Each time this model makes an attack, re-roll a hit roll of 1.	Codex: Necrons p86

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Skorpekh Destroyer	8"	3+	3+	5	5	3	3	10	3+	Codex: Necrons p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Hyperphase Reap-Blade	Melee	Melee	+2	-4	3	-	Codex: Necrons p114
Hyperphase Threshers	Melee	Melee	User	-3	2	Each time the bearer fights, it makes 1 additional attack with this weapon.	Codex: Necrons p114

Fast Attack [2 PL, 45pts]

Canoptek Scarab Swarms [2 PL, 45pts]

Categories: Canoptek Scarab Swarms, Faction: Canoptek, Faction: <Dynasty>, Faction: Necrons, Fly, Swarm, Fast Attack

Rules: Command Protocols, Living Metal, Reanimation Protocols

3x Canoptek Scarab Swarm [45pts]

Selections: 3x Feeder Mandibles

Unit: Canoptek Scarab Swarm, **Weapon:** Feeder Mandibles

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Scarab Swarm	10"	4+	-	3	3	4	4	10	6+	Codex: Necrons p101

Weapon	Range	Type	S	AP	D	Abilities	Ref
Feeder Mandibles	Melee	Melee	User	0	1	Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.	Codex: Necrons p114

Heavy Support [14 PL, 280pts]

Canoptek Doomstalker [7 PL, 140pts]

Selections: Doomsday Blaster, Twin Gauss Flayer

Categories: FACTION: <DYNASTY>, FACTION: NECRONS, FACTION: CANOPTEK, MONSTER, CANOPTEK DOOMSTALKER, HEAVY SUPPORT

Rules: Command Protocols, Living Metal

Abilities: *Containment Field, Sentinel Construct,* **Explosion:** *Explodes (5/6/D3),* **Unit:** *Canoptek Doomstalker,* **Weapon:** *Doomsday Blaster (High Power), Doomsday Blaster (Low Power), Twin Gauss Flayer,* **Wound Track (M/WS/A):** *Canoptek Doomstalker Track 1, Canoptek Doomstalker Track 2, Canoptek Doomstalker Track 3*

Abilities	Description	Ref
Containment Field	This model has a 4+ invulnerable save.	Codex: Necrons p106
Sentinel Construct	Each time an enemy unit declares a charge against a friendly <DYNASTY> or DYNASTIC AGENT unit within 6" of this model, unless this model is within Engagement Range of any enemy models, this model can fire Overwatch at the charging unit as if it were also a target of that charge (this is in addition to any other units that are firing Overwatch). Each time this model fires Overwatch, it makes attacks with its doomsday blaster using the high power profile.	Codex: Necrons p106

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (5/6/D3)	5+	6"	D3	Codex: Necrons p106

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Doomstalker	*	*	4+	6	6	12	*	10	3+	Codex: Necrons p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
Doomsday Blaster (High Power)	48"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.	Codex: Necrons p112
Doomsday Blaster (Low Power)	24"	Heavy D6	8	-2	D3	Blast	Codex: Necrons p112
Twin Gauss Flayer	24"	Rapid Fire 2	4	-1	1	-	Codex: Necrons p113

Wound Track (M/WS/A)	Remaining W	M	WS	A	Ref
Canoptek Doomstalker Track 1	7+	10"	4+	3	Codex: Necrons p106
Canoptek Doomstalker Track 2	4-6	8"	5+	2	Codex: Necrons p106
Canoptek Doomstalker Track 3	1-3	6"	6+	1	Codex: Necrons p106

Canoptek Doomstalker [7 PL, 140pts]

Selections: Doomsday Blaster, Twin Gauss Flayer

Categories: Faction: <Dynasty>, Faction: Necrons, Faction: Canoptek, Monster, Canoptek Doomstalker, Heavy Support

Rules: Command Protocols, Living Metal

Abilities: Containment Field, Sentinel Construct, **Explosion:** Explodes (5/6/D3), **Unit:** Canoptek Doomstalker, **Weapon:** Doomsday Blaster (High Power), Doomsday Blaster (Low Power), Twin Gauss Flayer, **Wound Track (M/WS/A):** Canoptek Doomstalker Track 1, Canoptek Doomstalker Track 2, Canoptek Doomstalker Track 3

Abilities	Description	Ref
Containment Field	This model has a 4+ invulnerable save.	Codex: Necrons p106
Sentinel Construct	Each time an enemy unit declares a charge against a friendly <DYNASTY> or DYNASTIC AGENT unit within 6" of this model, unless this model is within Engagement Range of any enemy models, this model can fire Overwatch at the charging unit as if it were also a target of that charge (this is in addition to any other units that are firing Overwatch). Each time this model fires Overwatch, it makes attacks with its doomsday blaster using the high power profile.	Codex: Necrons p106

Explosion	Dice Roll	Distance	Mortal Wounds	Ref
Explodes (5/6/D3)	5+	6"	D3	Codex: Necrons p106

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Canoptek Doomstalker	*	*	4+	6	6	12	*	10	3+	Codex: Necrons p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
Doomsday Blaster (High Power)	48"	Heavy D6	10	-5	D6	Blast. The bearer can only make attacks with this profile if it Remained Stationary during its previous Movement phase.	Codex: Necrons p112
Doomsday Blaster (Low Power)	24"	Heavy D6	8	-2	D3	Blast	Codex: Necrons p112
Twin Gauss Flayer	24"	Rapid Fire 2	4	-1	1	-	Codex: Necrons p113

Wound Track (M/WS/A)	Remaining W	M	WS	A	Ref
Canoptek Doomstalker Track 1	7+	10"	4+	3	Codex: Necrons p106
Canoptek Doomstalker Track 2	4-6	8"	5+	2	Codex: Necrons p106
Canoptek Doomstalker Track 3	1-3	6"	6+	1	Codex: Necrons p106

Force Rules

Dynastic Agents and Star Gods: DYNASTIC AGENT and C'TAN SHARD units can be included in a NECRONS detachment without preventing other units in that Detachment from gaining a Dynastic Code. DYNASTIC AGENT and C'TAN SHARD units never gain a Dynastic Code. You can include a maximum of one C'TAN SHARD model in each NECRONS Detachment in your army. (Codex: Necrons p51)

The Royal Court: When mustering your army, if it contains THE SILENT KING model, that model must be selected as your WARLORD. Otherwise, if your army contains a PHAERON model, that model must be selected as your WARLORD. Otherwise, if your army caontains an OVERLORD model, that model must be selected as your WARLORD. Otherwise, if your army contains a LORD model, that model must be selected as your WARLORD. If your army contains none of the listed models, select your WARLORD as normal. (Codex: Necrons p51)

Selection Rules

Command Protocols: If every unit from your army (excluding DYNASTIC AGENT, C'TAN SHARD and UNALIGNED units) is from the same dynasty, and you select a NOBLE model to be your WARLORD, this unit is eligible to benefit from this ability and the following rules apply.

After both sides have deployed, but before you have determined who will have the first turn, you must assign a different one of the command protocols to each of the first five battle rounds, and note this down secretly on your army roster.

At the start of each battle round, if any NOBLE units from your army are on the battlefield, the command protocol that you assigned to that battle round becomes active for your army until the end of that battle round. Each command protocol is made up of two directives. When a command protocol becomes active for your army, reveal it to your opponent and select one of its directives. Until the assigned command protocol stops being active, while a unit that is eligible to benefit from this ability is within 6" of a friendly NECRONS CHARACTER model (excluding C'TAN SHARD models), that unit benefits from the selected directive.

If the battle lasts for more than five battle rounds, then until the end of the battle, whichever command protocol was active in the fifth battle round remains active. (Codex: Necrons p81)

Dimensional Translocation: During deployment, you can set up this unit in a hyperspace dimension instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases, you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models. (Codex: Necrons p80)

Living Metal: At the start of your Command phase, each model in this unit regains 1 lost wound. (Codex: Necrons p80)

Objective Secured: A player controls an objective marker if they have any models with this ability within range of that objective marker, even if there are more enemy models within range of that objective marker. If an enemy model within range of an objective marker also has this ability (or a similar ability), then the objective marker is controlled by the player who has the most models within range of that objective marker as normal. (Warhammer 40,000 Core Book p237)

Reanimation Protocols: Each time an enemy unit shoots or fights, after it makes its attacks, if any models in this unit were destroyed as a result of those attacks but this unit was not destroyed, this unit's reanimation protocols are enacted and those destroyed models begin to reassemble.

Each time a unit's reanimation protocols are enacted, make Reanimation Protocol rolls for that unit by rolling a number of D6 equal to the combined Wounds characteristics of all the reassembling models. Each Reanimation Protocol roll of 5+ is put into a pool. A Reanimation Protocol roll can never be modified by more than -1 or +1.

If the number of dice in that pool is greater than or equal to the Wounds characteristic of any of the reassembling models, select one of those models to be Reanimated. A Reanimated model:
-Is added back to its unit with its full wounds remaining.
-Can only set up within Engagement Range of enemy units that are already within Engagement Range of the Reanimated model's unit.
-Cannot, if it is your Charge phase, be set up closer to any enemy units that are targets of a charge declared by its unit this phase.
-No longer counts as having been destroyed for the purposes of Morale tests this turn.

You then reduce the number of dice in that pool by a number equal to the Wounds characteristic of the Reanimated model and repeat this process until either there are no more reassembling models, or the number of dice remaining in the pool is less than the Wounds characteristic of any of the reassembling models. Any models that did not Reanimate fail to reassemble, and any dice remaining in the pool are discarded. (Codex: Necrons p80)

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