



# CANOPTK TOMB STALKER

M	T	SV	W	LD	OC
10"	9	3+	9	8+	3
<div> <div>4+</div> <div>INVULNERABLE SAVE</div> </div>					

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss slicers [LETHAL HITS]	24"	8	4+	5	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tomb Stalker claws [SUSTAINED HITS 1]	Melee	6	4+	6	-1	2

## ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

**Snaking Ambush:** You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

## WARGEAR ABILITIES

**Gloom Prism (Aura):** While a friendly **NECRONS** unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

KEYWORDS: MONSTER, CANOPTK, TOMB STALKER



FACTION KEYWORDS:  
**NECRONS**

# CANOPTÉK TOMB STALKER

*Armed with gauss weaponry and rows of razor-sharp legs, Tomb Stalkers are unliving machines built to protect the sepulchres of Necron lords. Its arcane senses can detect life through hundreds of metres of solid rock, and once its prey has been detected, it closes in for the kill, using a form of phase field to part matter like water.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Canoptek Tomb Stalker

**This model is equipped with:** gauss slicers; Tomb Stalker claws; gloom prism.



KEYWORDS: MONSTER, CANOPTÉK, TOMB STALKER



FACTION KEYWORDS:  
NECRONS

# CANOPTK TOMB SENTINEL

M	T	SV	W	LD	OC
10"	9	3+	9	8+	3
		4+	INVULNERABLE SAVE		

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Exile cannon [BLAST]	18"	D6+1	4+	10	-2	2
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Tomb Sentinel claws	Melee	6	4+	6	0	1

## ABILITIES

CORE: **Deep Strike**

FACTION: **Reanimation Protocols**

**Aggressor Guardian:** Each time an attack targets this model, if this model is within range of an objective marker, worsen the Armour Penetration characteristic of that attack by 1. In addition, each time this model makes an attack that targets a unit within range of an objective marker, improve the Armour Penetration characteristic of that attack by 1.

## WARGEAR ABILITIES

**Gloom Prism [Aura]:** While a friendly **NECRONS** unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

KEYWORDS: MONSTER, CANOPTK, TOMB SENTINEL



FACTION KEYWORDS:  
**NECRONS**



# CANOPTK TOMB SENTINEL

*Both guardian and aggressor, the Tomb Sentinel is a heavily modified variant of the Tomb Stalker, which forgoes that device's close-combat ability in favour of an exile cannon. This ancient weapon casts its target into other dimensional realms beyond the material universe, removing trespassers and upstarts as though they never existed.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Canoptek Tomb Sentinel

**This model is equipped with:** exile cannon; Tomb Sentinel claws; gloom prism.



KEYWORDS: MONSTER, CANOPTK, TOMB SENTINEL



FACTION KEYWORDS:  
NECRONS

# CANOPTÉK ACANTHRITES

M	T	SV	W	LD	OC
12"	5	3+	2	8+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cutting beam [MELTA 2]	12"	1	4+	9	-4	D6
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Voidblade	Melee	3	4+	5	-2	1

## ABILITIES

CORE: **Infiltrators**

FACTION: **Reanimation Protocols**

**Damaged Armour:** In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly **NECRONS** model makes an attack that targets that unit, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

KEYWORDS: **BEASTS, FLY, CANOPTÉK, ACANTHRITES**



FACTION KEYWORDS:  
**NECRONS**

# CANOPTÉK ACANTHRITES

*Canoptek Acanthrites are created for a single purpose: the destruction of those who have dared to claim the ancient empire of the Necrontyr. Acanthrites' articulated bodies are armed with hyper-phased voidblades and high-powered thermal cutting beams, enabling them to carve through and disassemble solid matter as though it were not there.*

## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 3-6 Canoptek Acanthrites

**Every model is equipped with:** cutting beam; voidblade.

KEYWORDS: **BEASTS, FLY, CANOPTÉK, ACANTHRITES**



FACTION KEYWORDS:  
**NECRONS**



# TESSERACT ARK

M

9"

T

9

SV

3+

W

10

LD


6+

OC

3

4+

INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Gauss cannon [LETHAL HITS]	24"	3	3+	5	-2	2
Particle beamer [BLAST, DEVASTATING WOUNDS]	18"	D6	3+	6	0	1
Tesla cannon [SUSTAINED HITS 2]	24"	4	3+	6	0	1
➤ Tesseract singularity chamber – particle hurricane [IGNORES COVER, TORRENT]	12"	D6+3	N/A	6	-1	2
➤ Tesseract singularity chamber – seismic lash [BLAST]	36"	D3	3+	9	-3	D6+1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	3	4+	6	0	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, TESSERACT ARK

## ABILITIES

CORE: **Deadly Demise 1**

FACTION: **Reanimation Protocols**

**Gravitational Field:** Each time an enemy unit selects this model as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other reductions to that Charge roll).



FACTION KEYWORDS:  
**NECRONS**

# TESSERACT ARK

*Tesseract Arks are rare war machines of immense power, containing a singularity chamber that holds in stasis a fragment of a dying star. Siphoning off this cosmic energy, the Tesseract Ark can unleash terrible destruction, blasting foes with solar fire or excoriating particle winds, all while shielding itself within a field of gravitational distortion.*

## WARGEAR OPTIONS

- This model's 2 tesla cannons can be replaced with one of the following:
  - 2 gauss cannons
  - 2 particle beamers

## UNIT COMPOSITION

- 1 Tesseract Ark

**This model is equipped with:** tesseract singularity chamber; 2 tesla cannons; armoured bulk.

KEYWORDS: VEHICLE, FLY, TESSERACT ARK








FACTION KEYWORDS:  
**NECRONS**



# SERAPTEK HEAVY CONSTRUCT

**M** 10" **T** 12 **SV** 3+ **W** 24 **LD** 7+ **OC** 10  
**5+** INVULNERABLE SAVE

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Singularity generator [BLAST, DEVASTATING WOUNDS]	36"	2D6	3+	10	-3	4
Synaptic obliterator [SUSTAINED HITS 2]	48"	8	3+	5	-1	2
Transdimensional projector	48"	2	3+	24	-4	D6+4
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
 Titanic forelimbs – strike	Melee	6	3+	14	-3	5
 Titanic forelimbs – sweep	Melee	12	3+	8	-1	2

 Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, SERAPTEK HEAVY CONSTRUCT



## ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **Reanimation Protocols**

**Terrifying Monstrosity:** At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.

**Titanic Walker:** Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

## DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:  
NECRONS

# SERAPTEK HEAVY CONSTRUCT

*The Seraptek Heavy Construct wields energies that can disintegrate organic and mechanical matter. Despite its bulk, the Seraptek is an agile machine, exerting dominance over nearby Canoptek-class constructs. What purpose this colossus was originally intended for is unknown, but as a weapon of war it is truly devastating.*

## WARGEAR OPTIONS

- This model's 2 singularity generators can be replaced with 2 synaptic oblitors and 2 transdimensional projectors.

## UNIT COMPOSITION

- 1 Seraptek Heavy Construct

**This model is equipped with:** 2 singularity generators; titanic forelimbs.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, SERAPTEK HEAVY CONSTRUCT



FACTION KEYWORDS:  
**NECRONS**