

MACROMUNDA

NECRONS

HOUSE BOOK

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FACTION

NECRONS

The durability faction

The Necrons are the faction that does not stay dead. Where other armies buy survival with thick armour or sheer numbers, the tomb-legions buy it with return: a line warrior is slow, single-Wound, and no better armoured than a heavy trooper, yet time and again it rises from the floor and walks on. Reanimation Protocols is the whole of their identity — the dead reassemble, the phalanx closes its ranks, and a foe who leaves the work half-done finds the work standing again. The bodies are Robotic and unfeeling: they know neither Fear nor Terror, they cannot be Pinned, and the line never breaks, only advances. Speed is the exception, not the rule — the Necron way is the patient tide, walking forward at a measured pace and refusing to be removed. Five dynastic doctrines lean this one undying spine in different directions — the solar gunline, the blood-rite melee, the teleporting skirmishers, the eternal conquerors, and the flayer-madness of the Destroyer Cult — but every one of them is built on the same cold promise: outlast, endure, and get back up.

☠ FACTION SPECIAL RULES

✧ REANIMATION PROTOCOLS

GANG RULE

Reanimation Protocols. What makes a Necron a Necron: the dead get back up. When a Necron fighter would go Out of Action, before the model is removed the controlling player rolls that chassis's Reanimation die; on a pass the fighter is not removed but instead reverts to Seriously Injured, or returns Prone with a single Wound at the end of the round. Line Warriors reanimate best of all; the rarer command bodies a shade worse. A friendly Lord or Overlord within range steadies the protocols of those near it, improving their Reanimation value — the reason the phalanx clusters about its characters. The return is not limitless. Overkill, certain crippling wounds, and specific weapon traits shut the protocols down entirely, and a downed line can only rise so many times before it stays down. To be rid of a Necron, a foe must commit to the kill and finish it in one stroke; anything less, and it simply stands again.

✧ LIVING METAL

SPECIAL RULE

Living Metal. The necrodermis that sheathes every Necron is not passive plate but an active alloy that knits itself closed as fast as it is breached — the self-repair that lets a shattered construct haul itself back into the fight. On the walkers, tomb-engines and Canoptek constructs this mending is no rule of its own: it is folded directly into their Reanimation value, so the same roll that stands a Warrior up is the roll that seals a hull's wounds. The metal remembers its shape and returns to it. What tore the machine open a moment ago it closes over as though the wound had never been.

✧ ROBOTIC

SPECIAL RULE

Robotic. A Necron feels nothing a living soldier feels. It is immune to Fear and to Terror, it can never be Pinned, and it steadies its own Nerve without a test — the phalanx does not waver, does not rout, and does not go to ground under fire. Where a mortal line breaks and scatters, the tomb-legion simply keeps walking, stepping over its own fallen with the same unhurried certainty. This is the psychology of a machine that has outlived its makers: no morale to shatter, no instinct to flee, only the order to advance and the patience to see it done.

ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☛ Gauss Blaster	18"	24"	+1	—	5	-2	1	6+	Gauss Rapid Fire (1)
☛ Gauss Flayer	18"	24"	+1	—	4	-1	1	6+	Gauss Rapid Fire (1)
☛ Gauss Reaper	8"	16"	+2	—	5	-2	1	5+	Gauss Short range
☛ Synaptic Disintegrator	24"	48"	—	+1	4	-1	1	6+	Gauss Silent Sniper
☛ Tesla Carbine	12"	24"	+1	—	5	—	1	5+	Rapid Fire (1) Tesla
☛ Enmitic Disintegrator Pistols	8"	16"	+1	—	5	-2	1	5+	Pistol Rapid Fire Sidearm
☛ Gauss Pistol	6"	12"	+1	—	4	-1	1	6+	Gauss Pistol
☛ Enmitic Annihilator	8"	18"	+1	—	5	-1	1	5+	Rapid Fire
☛ Gauss Cannon	12"	24"	+1	—	5	-2	2	5+	Gauss
☛ Staff Of Light	12"	24"	+1	—	5	-2	1	6+	Gauss Melee Versatile
☛ Death Ray	24"	48"	—	+1	10	-4	4	6+	Unwieldy anti-Brute/vehicle
☛ Enmitic Exterminator	18"	36"	+1	—	5	-1	1	5+	Rapid Fire Sustained
☛ Gauss Cannon	18"	36"	+1	—	6	-3	2	6+	Gauss Unwieldy
☛ Gauss Destructor	24"	48"	—	+1	9	-3	3	6+	Gauss Knockback Unwieldy
☛ Heavy Gauss Cannon	24"	48"	—	+1	9	-4	3	6+	Gauss Unwieldy anti-Brute/vehicle
☛ Particle Whip	24"	48"	—	—	7	-3	3	6+	Blast anti-armour
☛ Tesla Cannon	20"	40"	—	—	6	-1	2	5+	Tesla Unwieldy
☞ Flensing Claw	E	—	—	—	+1	-1	1	—	Flurry Rending
☞ Hyperphase Blade	E	—	—	—	+1	-2	1	—	Melee Power
☞ Hyperphase Harvester	E	—	—	—	+4	-3	3	—	Power Unwieldy
☞ Lords Blade	E	—	—	—	+3	-3	2	—	Devastating Power
☞ Ophydian Hyperphase	E	—	—	—	+1	-2	2	—	Backstab Power
☞ Skorpekh Hyperphase	E	—	—	—	+2	-2	2	—	Power Reaping
☞ Voidblade	E	—	—	—	+0	-2	1	—	Melee Parry Power
☞ Warscythe	E	—	—	—	+2	-4	2	—	Melee Power Two-handed

✂ CANOPTEK CLOAK

STATUS/COMPANION

COST 30

CRYPTTEK FLY INCREASED MOVE LONE OPERATIVE

The Canoptek Cloak is a Cryptek's mantle of animate constructs — a cape of small machines that unfolds into wings and lifts its wearer above the battlefield. It grants the Cryptek Fly and a greater turn of speed than any walking Necron, and it operates as a Lone Operative, slipping across the field apart from the line. It is the tool of a support body that means to go where it is needed and answer to no formation, a fitting device for the one Necron more concerned with the battle's shape than its front.

✧ CANOPTEK MENDING

MEDICAL/RECOVERY

COST 30

+1 TO REANIMATION ROLLS

POST-BATTLE REPAIR A LASTING INJURY

Canoptek Mending is a bonded repair-scarab that rides on its bearer and works ceaselessly to keep the body whole — adding its own diligence to the fighter's Reanimation rolls so that a downed Necron rises more surely. Its labour continues after the battle ends: given time between fights, the scarab can work a Lasting Injury back out of the frame it tends. It is self-repair made portable, a small machine whose only purpose is to see that its charge does not stay broken.

✧ CANOPTEK SCARAB FAMILIAR

STATUS/COMPANION

COST 35

BONDED SCARAB SWARM ESCORT

The Canoptek Scarab Familiar is a bonded swarm-escort — a knot of small constructs that shadows its owner across the battlefield, part guardian, part tool, part mark of standing. It attends the bearer as the ancient nobility of a tomb-world are attended, a sign of rank within the dynasty. More than ornament, the familiar's scuttling mass lends its owner an extra measure of presence and protection on the field, a retinue in miniature for a body that expects to be served.

✧ CRYPTTEK TARGETING RELAY

ACCESSORY

COST 25

AFTER AN AIM, RE-ROLL THE HIT

The Crypttek Targeting Relay is a fire-control device that feeds its bearer's aim with cold machine precision. After the fighter takes careful Aim, the relay lets it re-roll the shot, wringing a second chance from a carefully-lined attack. It is a patient shooter's accessory, rewarding the deliberate marksman who takes the time to aim rather than the fighter who fires on the move — one more edge for a force that is never in a hurry.

✧ DYNASTIC STELE

STATUS ITEMS

COST 40

GANG TOMB-STELE ICON LEADERSHIP/NERVE TOTEM MAX 1

The Dynastic Stele is a rallying totem — a tomb-stele graven with the sigils of the dynasty, borne into battle as an icon of the eternal line. A force may carry only one, and where it stands the fighters near it take heart, their leadership and nerve steadied by the reminder of the deathless dynasty they serve. It is the portable sibling of the great Convergence of Dominion fortifications, the same claim to dominion shrunk to a standard a single fighter can carry. Under its shadow the phalanx holds a little firmer.

✧ LIVING METAL AUGMETIC

BIONICS/IMPLANT

COST 45

OFFSETS ONE LASTING INJURY VIA SELF-REPAIR

The Living-Metal Augmetic is the Necron bionic — not a bolted-on prosthetic but a graft of the same self-repairing necrodermis that forms the body itself. It works a single Lasting Injury out of the frame over time, the metal remembering the shape the wound tried to take from it and closing back over the damage. Where a mortal fighter carries scars, a Necron so augmented simply mends, the injury undone by an alloy that treats damage as a temporary state.

✧ PHASE BULWARK

FIELD ARMOUR

COST 50

5+ FIELD SAVE

The Phase Bulwark is miniaturised quantum shielding — a fighter-scaled version of the void-fields that ward a tomb-ship, worn as a personal generator. It projects a 5+ field save, a shimmering barrier that turns aside a portion of incoming fire the necrodermis alone would not. It is the wearer's answer to weapons that strip armour or ignore it: not thicker plate but a field between the body and the blow, catching what worn metal cannot. A measured hedge against the shots a hard save will not stop.

✧ PHYLACTERY

BIONICS/IMPLANT

COST 20

FEEL NO PAIN 5+

The Phylactery is a small reliquary-implant seated within the necrodermis, a device that dulls harm the way a living body cannot. It grants its bearer a Feel No Pain 5+ save, letting the fighter shrug off a share of wounds that would fell a lesser frame outright. A quiet, reliable piece of survival-kit for a body already built to endure — one more layer between a Necron and the moment it finally goes down.

✧ RESURRECTION ORB

MEDICAL/RECOVERY

COST 25

LORD ONCE/BATTLE RE-ROLL A FAILED REANIMATION WITHIN 6"

The Resurrection Orb is the Lord's most prized instrument — the reanimation aura made a thing that can be carried and willed. Once per battle its bearer can force the protocols of a nearby fallen Necron to try again, re-rolling a failed Reanimation for a friendly fighter within reach and dragging back into the fight a body that had already begun to fail. It is the reason a Lord is worth clustering behind: where the orb is lit, the dead get a second chance to refuse to die.

✧ TESLA ARC MODULATOR

ACCESSORY

COST 20

FITTED TO A TESLA WEAPON SCORES BONUS HITS ON AN UNMODIFIED 5+, NOT JUST 6

The Tesla Arc-Modulator is a weapon-accessory fitted to a tesla arm, tuning its arcs to leap more readily. With the modulator installed, the weapon scores its bonus hits on an unmodified Hit roll of 5 or 6 rather than a 6 alone, so its lightning finds extra victims far more often. It is a straightforward upgrade for a fighter who has committed to tesla's volume-fire, sharpening the crackling weapon into an even hungrier crowd-killer.

✧ TRANSLOCATION BEACON

PERSONAL EQUIPMENT

COST 35

ONCE/BATTLE SHORT TELEPORT IGNORES TERRAIN AND MODELS

The Translocation Beacon is a personal folding-device that once per battle wrenches its bearer across the battlefield — a short teleport that ignores terrain and intervening models alike, setting the fighter down where no ordinary move could reach. It is the Necron answer to a wall, a chasm, or a screen of enemies: not a way around the obstacle but a way past it entirely. Used well, it puts a fighter onto an objective or behind a line at the exact moment it matters most.

✂ TRANSLOCATION FIELD

FIELD ARMOUR

COST 60

4+ FIELD SAVE BLINK ON SAVE

The Translocation Field is a heavier personal ward than the Phase Bulwark, a 4+ field save built around the same phase-technology the Necrons use to move between places. When it turns aside a blow, the field does not merely absorb the impact — it blinks the bearer a short, random distance away, so a fighter that survives a hit may find itself suddenly elsewhere. It is protection and escape in one device, a fitting piece of kit for a race that treats space itself as something to be folded.

✂ VEIL OF DARKNESS

PERSONAL EQUIPMENT

COST 45

CRYPTTEK REDEPLOY BEARER + ADJACENT FIGHTER AWAY FROM ENEMIES

The Veil of Darkness is a Cryptek's signature device — a shroud of phase-shadow that folds its bearer, and one fighter beside it, clean out of the battle and down again somewhere far from enemy guns. It is a redeployment tool of unnerving reach, letting a support body extract itself and a companion from a closing trap and reappear well clear of any foe. In the hands of a Cryptek who prefers to dictate the fight from a distance, it makes the whole battlefield a place to step through rather than cross.

☠ WEAPON TRAITS

✂ BACKSTAB

WEAPON TRAIT

Bonus when attacking a target that cannot see the attacker (rear/sneak) — extra Strength or to-hit. Skinblades, stilettos.

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂️ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force the attacker to re-roll one successful hit dice** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂️ POWER

WEAPON TRAIT

A power-field melee weapon. **Ignores the target's armour save entirely** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂️ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂️ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂️ SIDEARM

WEAPON TRAIT

A ranged weapon that may **also** be used in close combat as a melee weapon (all pistols have this). It can be fired even while Engaged and counts as a CC weapon when fighting. Crucial: a pistol gives a fighter both a shooting option and a melee attack.

✂️ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✂️ SNIPER

WEAPON TRAIT

Treats the target's **range and cover** more favourably and often imposes **Pinning** or a Flesh Wound on a hit; can target specific fighters ignoring "nearest" rules. The marksman's-rifle trait.

✂️ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

✂️ VERSATILE

WEAPON TRAIT

The melee weapon has **reach**: the wielder can fight in close combat from slightly further away (e.g. up to 1–2") and can attack/strike fighters before they reach base contact, and benefits when being charged. Spears, glaives, whips.



NECRONS · HOUSE DOSSIER

THE DESTROYER CULT

The horror-villain warband that punishes your successes

The Destroyer Cult is the flayer-madness made into a war-host — a cross-dynasty warband of Necrons whose living-metal minds have been eaten hollow by the compulsion to erase all life, and, at the end, themselves. Where every other tomb-legion advances to conquer, the cult advances to unmake. It is a small phalanx of expensive, multi-Wound, reanimating melee monsters that does not endure damage so much as feed on it.

Its weapon is the Spiral. Every Destroyer that falls and reanimates returns emptier — another restraint burned away, deadlier and more relieved to be undone — so trading blows accelerates the cult's own dissolution and the warband grows worse to face the longer it is struck. This is the anti-swarm: body count comes not from numbers but from getting back up, delivered by Skorpekh berserkers, Ophydian tunnellers and Lokhust gun-skimmers behind two kinds of Destroyer Lord.

It is the horror-villain of the Necron line. Every other gang punishes mistakes; this one punishes success — clean kills are what make it worse, and it keeps rising. To beat it is not to out-fight it but to run out the clock before the Spiral peaks, then survive the crest and punish the crash. Cold, not hot: this is not fury but nihilism, the tide that gets stronger the more it is broken.



GANG COMPOSITION

CREDITS 1500

LEADERS 1

CHAMPIONS 3

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Skorpekh Lord OR Lokhust Lord)
- ♦ 0-3 Champions (Hexmark / Lokhust Heavy / Cryptek)
- ♦ Destroyers (Skorpekh / Ophydian / Lokhust) are the core Gangers
- ♦ Relaxed backbone (elite cult): ≥ 1 cheap reanimating body (Warrior / Immortal / Scarab) per ~ 3 Destroyers
- ♦ 0-1 Brute/construct (Canoptek); C'tan support-roster only
- ♦ The Spiral and Reanimation Protocols are inherent to every body — there is no separate pool to buy or track for them
- ♦ Destroyers run fixed inherent loadouts; no grenades (an identity tell, not a gap)

A starting Destroyer Cult gang is built from 1500 credits. It takes exactly 1 Leader — either a Skorpekh Lord or a Lokhust Lord, never both — and up to 3 Champions drawn from the Hexmark, the Lokhust Heavy and the Cryptek. The Destroyers themselves — Skorpekh, Ophydian and Lokhust — form the core of Gangers, the melee-elite heart of the warband.

Because this is a small elite host rather than a swarm, the usual backbone requirement is relaxed to a light reanimating floor: the gang must field at least one cheap reanimating body — a Necron Warrior, an Immortal or a Canoptek Scarab Swarm — for roughly every three Destroyers, keeping a board presence and a reanimation anchor without forcing mass. A gang may include up to one Canoptek Brute, and a C'tan Shard may be fielded only from the support roster.

The Destroyers run fixed inherent loadouts — their weapons are part of the construct body, not bought and swapped — so breadth comes from which Destroyers are fielded and what wargear they carry. The gang carries no grenades: the Necrons wield gauss and tesla, not thrown explosives, an identity of the machine rather than a gap in its kit.

☠ GANG RULES

✧ THE LORD'S GOAD

GANG RULE

The Lord's Goad is the aura a Skorpekh or Lokhust Lord projects across the warband — the hollowed will of the deepest-fallen dragging its kin down after it. While a friendly Destroyer is within 6" of a Lord, it counts the Spiral as one tier higher than the counter's current value: low reads as mid, mid as high, and a Destroyer already at the peak fights as though the crest holds a step longer.

The effect does not raise the counter itself — the crash still comes when the true count reaches 6 — it simply pulls the Destroyers around the Lord ahead of the rest of the cult, deeper and faster into the descent. Where the Lord goes, the unmaking runs hottest.

✧ THE SPIRAL

GANG RULE

The death-spiral that defines the cult: a gang-wide Spiral counter that begins each battle at 0 and climbs by 1 each time a Destroyer reanimates or is taken Out of Action. The warband grows deadlier the more it falls. As the counter rises, all friendly Destroyers share its tiers — at low (1–2) they gain +1" to Charge; at mid (3–4) they add +1 to Wound in melee; at the high peak (5–6) they gain +1 Attack and their melee attacks ignore armour saves.

The counter caps at 6. When it reaches the peak, at the start of the next round it crashes to 0 and every Destroyer suffers –1 to Hit for that round — the comedown, and the enemy's window to strike back. The crash is the opening the enemy is handed, written into the death-spiral itself.

The governor is deliberate: overkill denies the reanimation that feeds the Spiral — a Destroyer taken down decisively, by a Coup de Grace or a killing blow, gets no Reanimation roll and leaves no body — yet the Out of Action still ticks the counter. Clean kills feed the descent even when they clear the model. To face the cult is to make it worse by winning, and to win is to survive the crest and time the crash.

FIGHTERS

LOKHUST LORD

LEADER

✖ 385 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	3+	5	6	4	2+	3	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES **The Lord's Goad** (the aura source — friendly Destroyers within 6" count the Spiral one tier higher)

The Spiral (the patient-line command body; still a spiral-goad source)

Reanimation Protocols (reanimates on 4+)

Robotic (auto-steady Nerve; never Pinned; immune to Fear and Terror)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

PRIMARY

Leadership

Shooting

Signature

SECONDARY

Combat

Cunning

Ferocity

Savant

STARTING GEAR Lords Blade · Staff Of Light

FREE SKILL Driven By Hatred

EQUIPMENT LIST

SPECIAL

Staff Of Light 35 credits

CLOSE-COMBAT

Lords Blade 40 credits

WARGEAR

Resurrection Orb 25 credits

The command skimmer of the patient line — a Destroyer Lord that hangs above the advance on a 6" move, carrying the cult's descent with it. The Lord's blade cuts at S+3 and the staff of light answers at range, but its true weapon is the aura: everywhere it hovers, the Destroyers around it fall harder into the Spiral. Behind a 3+ save under a field save and four Wounds, it is the durable, mobile heart of the gun-Destroyer build — a body that commands rather than crests, yet still goads the cult onward.

Special Rules

- **The Lord's Goad:** friendly Destroyers within 6" of this fighter count the Spiral as one tier higher than its current value.
- **The Spiral:** this fighter is the patient-line command body and remains a source of the cult's escalation even as it holds back from the melee.
- **Reanimation Protocols:** when taken Out of Action, before removal this fighter rolls its Reanimation on a 4+, with a 4+ field save layered over it; on a pass it stays in the fight.

- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

SKORPEKH LORD

LEADER

✖ 480 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	–	5	6	4	2+	4	5+	4+	5+	6+

SAVE 3+

SPECIAL RULES **The Lord's Goad** (the aura source — friendly Destroyers within 6" count the Spiral one tier higher)

The Spiral (drives the crest build; feeds the Spiral hard in melee) **Reanimation Protocols** (reanimates on 4+)

Robotic (auto-steady Nerve; never Pinned; immune to Fear and Terror) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

PRIMARY

CombatFerocityLeadershipSignature

SECONDARY

AgilityBrawnCunning

STARTING GEAR Hyperphase Harvester · Flensing Claw · Enmitic Annihilator

FREE SKILL Crimson Harvest

EQUIPMENT LIST	
SPECIAL	WARGEAR
Enmitic Annihilator20 credits	Resurrection Orb25 credits
CLOSE-COMBAT	
Flensing Claw20 credits	
Hyperphase Harvester45 credits	

The melee avatar of murder and the deepest-fallen mind in the warband — a Leader built to lead the charge into the crest and never come back the same. Four Attacks of the hyperphase harvester crash home at S+4 and -3 AP, a flensing claw shreds what survives, and an enmitic annihilator answers anything that keeps its distance. Behind a 3+ save layered under a field save, the Skorpekh Lord is hard to remove and eager to be tried; its presence drags the whole cult one step further down the Spiral.

Special Rules

- **The Lord's Goad:** friendly Destroyers within 6" of this fighter count the Spiral as one tier higher than its current value — the Lord drives them deeper, faster.
- **The Spiral:** this fighter feeds the counter hard in melee, leading the crest build toward the peak.
- **Reanimation Protocols:** when taken Out of Action, before removal this fighter rolls its Reanimation on a 4+, with a 4+ field save layered over it; on a pass it stays in the fight.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

CRYPTTEK

CHAMPION

≈ 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	4	5	2	4+	1	6+	5+	4+	4+

SAVE 4+

SPECIAL RULES **Reanimation Protocols** (*reanimates on 4+; carries the reanimation-boost tech that uplifts nearby bodies*)

Robotic (*auto-steady Nerve; never Pinned; immune to Fear and Terror*) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

PRIMARY

Savant

SECONDARY

Cunning

Leadership

Shooting

Signature

STARTING GEAR Staff Of Light

FREE SKILL —

EQUIPMENT LIST

SPECIAL

Staff Of Light 35 credits

WARGEAR

Resurrection Orb 25 credits

PERSONAL

Veil Of Darkness 45 credits

STATUS

Canoptek Cloak 30 credits

The cult's technomancer — an ancient support-mind that shepherds the dead back to their feet and stokes the warband's aggression from behind the line. Armed with a staff of light and carrying the reanimation-boost tech that uplifts the bodies around it, the Cryptek is what keeps the durable warband on its feet: near it, fallen Destroyers rise more surely and the whole cult grinds on. A Champion of modest melee but real reach, it is the buff-hybrid heart the elite roster leans on when it means to simply never stop getting up.

Special Rules

- **Reanimation Protocols:** when taken Out of Action, before removal this fighter rolls its Reanimation on a 4+; it carries the reanimation-boost tech that uplifts the rolls of nearby bodies.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

HEXMARK

CHAMPION

✖ 175 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	2+	4	5	3	3+	2	6+	5+	5+	6+

SAVE 3+

SPECIAL RULES **The Spiral** (counts to the Spiral; the inescapable react-fire body)

Reanimation Protocols (reanimates on 5+)

Robotic (auto-steady Nerve; never Pinned; immune to Fear and Terror)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

PRIMARY

Cunning

Shooting

Signature

SECONDARY

Agility

Combat

Ferocity

Savant

STARTING GEAR Enmitic Disintegrator Pistols

FREE SKILL Sentinel

EQUIPMENT LIST

PISTOL

Enmitic Disintegrator Pistols 35 credits

ACCESSORY

Hexmark Targeting Matrix 30 credits

WARGEAR

Phylactery 20 credits

The dead-eye gunslinger of the cult — a lone construct that walks the flanks with six enmitic disintegrator pistols and a targeting mind that never blinks. It hits on a 2+ and cannot be picked off from afar, arriving where the enemy hoped to keep its distance and turning every approach into a killing lane. As a Champion it counts to the Spiral, and its free Sentinel training makes it the cult's inescapable react-fire body: threaten a Destroyer near it and the shots come whether or not anyone wanted them to.

Special Rules

- **The Spiral:** this fighter counts to the gang's escalation counter and holds the reach that keeps the enemy from breaking away.
- **Reanimation Protocols:** when taken Out of Action, before removal this fighter rolls its Reanimation on a 5+; on a pass it stays in the fight.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

LOKHUST HEAVY

CHAMPION

× 185 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	4	6	2	3+	1	6+	5+	5+	6+

SAVE 3+

SPECIAL RULES **The Spiral** (counts to the Spiral; the patient anti-tank platform)

Reanimation Protocols (reanimates on 5+)

Robotic (auto-steady Nerve; never Pinned; immune to Fear and Terror)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

PRIMARY

Brawn

Shooting

SECONDARY

Ferocity

Savant

Signature

STARTING GEAR Enmitic Exterminator

FREE SKILL Sentinel

EQUIPMENT LIST

HEAVY

Enmitic Exterminator 35 credits

Gauss Destructor 55 credits

The patient gun-platform of the cult — a heavy skimmer that holds a firing line while the melee does the dying. It fields the one true loadout choice in the whole roster: the enmitic exterminator for a storm of dakka, or the gauss destructor for anti-tank work that strips armour at range. On a 6" move behind a 3+ save and T6, the Lokhust Heavy is a Champion that opts out of the Spiral's hunger, punishing every engagement from a distance while its free Sentinel training answers any threat to a nearby Destroyer.

Special Rules

- **The Spiral:** this fighter counts to the gang's escalation counter but is built to hold and shoot rather than feed it.
- **Reanimation Protocols:** when taken Out of Action, before removal this fighter rolls its Reanimation on a 5+; on a pass it stays in the fight.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

IMMORTAL

GANGER

≈ 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	1	4+	1	6+	6+	6+	8+

SAVE 3+

SPECIAL RULES **Reanimation Protocols** (reanimates on 5+; Implacable Eradication)

Robotic (auto-steady Nerve; never Pinned; immune to Fear and Terror) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

STARTING GEAR Gauss Blaster

FREE SKILL —

EQUIPMENT LIST

BASIC

Gauss Blaster	25 credits
Tesla Carbine	25 credits

The sturdier backbone option — an elite line-construct behind a 3+ worn save, carrying a gauss blaster to open armour at range. Where the Warrior is the cheap floor, the Immortal is the reanimant-tide's harder body: it holds ground, reanimates on a 5+, and rerolls its failed Wound rolls of 1 — more of them near an objective, through Implacable Eradication. It never learns the Spiral, but it never needs to; the Immortal simply endures, a durable gun-line body the cult sets between its monsters and the enemy's guns.

Special Rules

- **Reanimation Protocols:** when taken Out of Action, before removal this fighter rolls its Reanimation on a 5+; through Implacable Eradication it rerolls failed Wound rolls of 1, and all failed Wounds within 3" of an objective.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

LOKHUST

GANGER

× 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	4	6	2	3+	1	6+	6+	6+	7+

SAVE 3+

SPECIAL RULES **The Spiral** (counts to the Spiral but is built to opt OUT of feeding it)

Reanimation Protocols (reanimates on 5+)

Robotic (auto-steady Nerve; never Pinned; immune to Fear and Terror)

SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

PRIMARY

Shooting

SECONDARY

Brawn

Ferocity

Savant

Signature

STARTING GEAR Gauss Cannon

FREE SKILL —

EQUIPMENT LIST

SPECIAL

Gauss Cannon

45 credits

The patient gun-Destroyer — a skimmer that glides at 6" behind the melee and works the field with a gauss cannon, stripping armour on every telling hit. Where the Skorpekh and Ophydian throw themselves at the crest, the Lokhust is the cult's cold restraint: it counts to the Spiral but is built to opt out of feeding it, staying whole and patient while the rest of the warband descends. Behind a 3+ save and T6, it is the anchor of the gun-line build — the Destroyer that punishes every engagement rather than seeking its own unmaking.

Special Rules

- **The Spiral:** this fighter counts to the gang's escalation counter but is built to opt out of feeding it, holding back from the killing exchange.
- **Reanimation Protocols:** when taken Out of Action, before removal this fighter rolls its Reanimation on a 5+; on a pass it stays in the fight.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

NECRON WARRIOR

GANGER

× 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	1	4+	1	7+	6+	6+	8+

SAVE 4+

SPECIAL RULES **Reanimation Protocols** (*reanimates BEST — 4+ (3+ near an objective); Their Number is Legion*)

Robotic (*auto-steady Nerve; never Pinned; immune to Fear and Terror*) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

SECONDARY **Ferocity** **Shooting**

STARTING GEAR Gauss Flayer

FREE SKILL —

EQUIPMENT LIST

BASIC

Gauss Flayer 15 credits

Gauss Reaper 20 credits

The reanimating backbone the elite cult leans on — a cheap, slow, tireless construct that holds ground and refuses to stay down. Armed with a gauss flayer that strips armour on a telling hit, the Warrior is no monster; its worth is the return. It reanimates best of any body in the gang, rising on a 4+ and better still near an objective, so a line of Warriors becomes an anchor the enemy cannot clear. It never spirals — the chaff dies and rises but does not descend — yet it buys the board presence and the reanimation floor the Destroyers need to do their work.

Special Rules

- **Reanimation Protocols:** this fighter reanimates best of any in the gang — on a 4+, or 3+ near an objective — and through Their Number is Legion it stands back up harder than its cost suggests.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

NECRON WARRIOR

GANGER

× 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	1	4+	1	7+	6+	6+	8+

SAVE 4+

SPECIAL RULES **Reanimation Protocols** (*reanimates BEST — 4+ (3+ near an objective); Their Number is Legion*)

Robotic (*auto-steady Nerve; never Pinned; immune to Fear and Terror*) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

STARTING GEAR Gauss Flayer

FREE SKILL —

The reanimating backbone of every Necron dynasty — a cheap, slow, tireless construct that holds ground and refuses to stay down. Armed with a gauss flayer that strips armour on a telling hit, the Warrior is no monster; its worth is the return. It reanimates best of any body in a standard phalanx, rising on a 4+ and better still near an objective, so a line of Warriors becomes an anchor the enemy cannot clear. It never spirals — the chaff dies and rises but does not descend — yet it buys the board presence and the reanimation floor every dynasty needs to do its work.

Special Rules

- **Reanimation Protocols:** this fighter reanimates best of any in the gang — on a 4+, or 3+ near an objective — and through Their Number is Legion it stands back up harder than its cost suggests.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

OPHYDIAN

GANGER

× 160 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	–	4	5	2	2+	3	6+	6+	6+	7+

SAVE 4+

SPECIAL RULES **The Spiral** (*the deep-strike alpha body; feeds the Spiral where you cannot run*)

Reanimation Protocols (*reanimates on 5+*)

Robotic (*auto-steady Nerve; never Pinned; immune to Fear and Terror; Tunnelling Horrors*) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

PRIMARY

Agility

Combat

Signature

SECONDARY

Cunning

Ferocity

STARTING GEAR Ophydian Hyperphase

FREE SKILL —

EQUIPMENT LIST

CLOSE-COMBAT

Ophydian Hyperphase 25 credits

PERSONAL

Phase Reaper Harness 35 credits

The deep-strike tunneller — a serpentine construct that phases down through the ground and rises where no line can hold it. On a 6" move with three hyperphase Attacks at Initiative 2+, it is the alpha-strike body of the cult, arriving in the enemy backline the round it is needed and charging before the foe can turn. It falls easily behind its 4+ save, but that is the point: an Ophydian that dies feeds the Spiral, and one that lives cannot be run from. This is the horror-villain's promise made flesh — the melee that reaches its prey wherever it flees.

Special Rules

- **The Spiral:** this fighter feeds the counter as the deep-strike alpha body, striking where the enemy cannot withdraw.
- **Reanimation Protocols:** when taken Out of Action, before removal this fighter rolls its Reanimation on a 5+; on a pass it stays in the fight.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror. Through Tunnelling Horrors it may, at the end of a round if not engaged, be removed and redeployed in the next Movement phase more than 6" from enemies, untargetable while it tunnels.

SKORPEKH

GANGER

✖ 200 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	—	4	6	2	3+	3	6+	6+	6+	7+

SAVE 3+

SPECIAL RULES **The Spiral** (the berserker core — wants to feed the Spiral) **Reanimation Protocols** (reanimates on 5+)

Robotic (auto-steady Nerve; never Pinned; immune to Fear and Terror) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

PRIMARY

Combat

Ferocity

Signature

SECONDARY

Agility

Brawn

STARTING GEAR Skorpekh Hyperphase

FREE SKILL —

EQUIPMENT LIST

CLOSE - COMBAT

Skorpekh Hyperphase 30 credits

PERSONAL

Phase Reaper Harness 35 credits

STATUS

Plasmacyte 15 credits

The berserker core of the cult — a towering, three-legged construct that walks into reach on a hard 3+ save and answers every blow by carving back. This is the body that wants to be struck: each Skorpekh that falls and reanimates returns emptier and deadlier, and the whole warband climbs the Spiral off its fall. Three Attacks of hyperphase reap-blades at S+2, and a chassis built to trade its own unmaking for the crest.

Special Rules

- **The Spiral:** each time this fighter reanimates or is taken Out of Action, the gang's Spiral counter climbs — the berserker core exists to feed it, throwing itself into the killing to drive the cult toward the peak.
- **Reanimation Protocols:** when taken Out of Action, before removal this fighter rolls its Reanimation on a 5+; on a pass it stays in the fight.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

ANNIHILATION BARGE

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	6	5	5	5	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Tesla Cannon — Turret arc (Crew)
- ♦ Gauss Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Annihilation Barge is the light gun-skimmer of the dynasties — a cheap, fast anti-grav platform that floats over broken ground and rakes massed infantry with sheets of arcing lightning. Its turret twin-links a tesla destructor whose bolts leap from body to body, so a single pass punishes a packed enemy line far harder than a lone hard target, while a hull-mounted gauss cannon adds an armour-stripping answer to anything better protected. It is thinly armoured for a war-engine and rides on five Hull Points, trading protection for the speed and reach a Skimmer buys; its quantum shielding turns aside the first telling blow rather than letting it dig in. This is the machine a dynasty fields when it wants tempo and volume without paying superheavy prices — one per gang, held back to flank and to hose down whatever masses in the open. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOM SCYT'HE

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Death Ray — Front arc (Crew)
- ◆ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Doom Scythe is the airspace-denial gunship of the dynasties — a pure interceptor built to own the sky above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming over the field at Low or High altitude and banking back for another firing pass. Its nose mounts a death ray that carves a killing line through everything beneath its flight path, gutting armour and war-engines in a single searing stroke, while a wing-fixed tesla destructor arcs lightning across softer targets on the same pass. Eight Hull Points and a strong handling let it survive the odd hit, but velocity and altitude are its real armour — the enemy it has already overflown struggles to answer. A dynasty fields one to hunt what moves and deny the field its sky — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOMSDAY ARK

VEHICLE

✖ 240 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Death Ray — Turret arc (Crew)
- ♦ Gauss Flayer — Left arc (Crew)
- ♦ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Doomsday Ark is the mobile siege gun of the dynasties — a glass anti-armour skimmer built around a single, appalling weapon. Its turret carries a doomsday cannon whose beam is at its most terrible when the machine holds station: settled and stationary, it looses a killing line that carves open walkers, war-engines and fortification alike, while flank gauss flayers keep infantry off its hull. The trade is its fragility for a vehicle of its reach — seven Hull Points and skimmer-thin flanks mean it must fire from range and reposition before the enemy closes, its quantum shielding buying it the one hit it needs to survive to fire again. A dynasty fields one to answer the heaviest target on the field, holding it back as a positional threat rather than a brawler — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GHOST ARK

TRANSPORT

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Gauss Flayer — Left arc (Crew)
- ◆ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Quantum Shielding
- ◆ Transport (6 fighters)

The Ghost Ark is the reliquary-barge of the phalanx — a durable anti-grav transport that carries a squad of Necron Warriors into the advance and mends them as it goes. Flank arrays of gauss flayers rake the enemy line to either side as it passes, but its true work is the cargo bay: it ferries up to six Warriors forward under quantum shielding, and its onboard repair-canoptics feed the dynasty's Reanimation Protocols, coaxing fallen passengers back onto their feet even as the machine rolls on. Seven Hull Points and thick facing armour let it push through fire that would gut a lighter skimmer, and its Skimmer locomotion carries it over the ruin that would bog a tracked hull. A dynasty fields one to keep the tide moving and refuse to let its line thin — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SCYTHE

TRANSPORT

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 10"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides
- TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

◆ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

◆ 0-1 per gang

◆ Dimensional Corridor

The Night Scythe is the transport interceptor of the dynasties — an aircraft that never lands and never slows. It carries no Hover system, so it holds no station: it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass, its wing-fixed tesla destructor arcing lightning across whatever masses below. It delivers its cargo without ever setting down, disgorging up to six Necron fighters mid-flight through a Dimensional Corridor — a portal that folds them from the airframe onto the ground where they are needed. Eight Hull Points and a good handling let it weather the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A dynasty fields one to insert a squad deep and deny the sky at once — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Whirling Reap. Whirling Reap. Play at any point in the round. Choose a friendly Destroyer that is engaged in melee. Until the end of the round, that fighter gains +1 Attack as its reap-blades open into a full, unbroken arc — every foe within reach caught on the backswing.	ANY ROUND

12	Tunnel Strike. Tunnel Strike. Play at the start of a round. Choose a friendly Ophydian Destroyer that is tunnelling. It returns to the board this round in the Movement phase, placed more than 6" from enemies as normal, and may declare a Charge as its action — rising out of the ground straight into the fight.	START OF ROUND
13	Inescapable Fire. Inescapable Fire. Play at any point in the round. Choose a friendly Lokhust or Hexmark Destroyer. That fighter immediately makes a free Aim action followed by a free Shoot action — a cold, deliberate shot no cover was ready for.	ANY ROUND
14	The Spiral Quickens. The Spiral Quickens. Play at any point in the round. Add 1 to your gang's Spiral counter immediately — forcing the descent a step onward and pulling the crest that much closer, whether or not a Destroyer has fallen to earn it.	ANY ROUND
15	Goaded. Goaded. Play at the start of a fighter's activation. That fighter goes Over the Edge this round exactly as the skill allows — +1 Attack and +2" to Move and Charge, taking a Flesh Wound at the end of the round — even if it does not have the skill. The goad is lit whether the body chose it or not.	START OF A FIGHTER'S ACTIVATION
16	Rise Again. Rise Again. Play as a Reaction when a friendly Destroyer fails a Reanimation roll. Re-roll that roll. What the enemy thought finished drags itself upright once more.	REACTION — WHEN A FRIENDLY DESTROYER FAILS A REANIMATION ROLL
21	Reap The Prone. Reap the Prone. Play at any point in the round. Choose a friendly Destroyer in melee. Until the end of the round, that fighter re-rolls failed Hit rolls against any enemy that is Prone or Seriously Injured — the cult finishing what damage has already begun.	ANY ROUND
22	Emptier Still. Emptier Still. Play at any point in the round. Choose a friendly Destroyer that has already reanimated at least once this battle. Until the end of the round, that fighter gains +1 Attack — another restraint burned away, deadlier for having been undone and come back.	ANY ROUND
23	No Retreat In The Metal. No Retreat in the Metal. Play at any point in the round. Your gang automatically passes its next Bottle test this battle. The phalanx does not break; the cult least of all — it wants the exchange to continue.	ANY ROUND
24	Crashing Wave. Crashing Wave. Play in the round your Spiral counter crashes. Choose one friendly Destroyer: it ignores the crash's -1-to-Hit penalty for that round, carrying the wave's last force through the comedown while the rest of the cult reels.	THE ROUND THE SPIRAL CRASHES
25	Flensing Frenzy. Flensing Frenzy. Play at any point in the round. Choose a friendly Destroyer engaged in melee. Until the end of the round, its close combat attacks gain the Rending trait as the blades work faster and deeper, stripping a foe layer by layer.	ANY ROUND
26	The Cold Advance. The Cold Advance. Play at the start of a round. Until the end of that round, all friendly Destroyers gain +1" to their Move — the tide coming on a step faster, patient and unhurried and impossible to wave off.	START OF ROUND
31	Hexmarks Mark. Hexmark's Mark. Play at any point in the round. Choose an enemy fighter and a friendly Hexmark. Until the end of the round, that Hexmark's shots against the marked enemy ignore cover — the gunslinger has chosen who dies, and nothing between them changes the answer.	ANY ROUND

32	Deep Ambush. Deep Ambush. Play before the battle, during deployment. Choose one friendly Destroyer that would otherwise deploy on the board: instead it begins the battle tunnelling, held in reserve to rise more than 6" from enemies in a later Movement phase. One more body arrives where the enemy cannot run.	PRE-BATTLE / DEPLOYMENT
33	Sentinel Web. Sentinel Web. Play at any point in the round. Choose a friendly fighter with the Sentinel skill: this round it may make its Sentinel reaction a second time, once against each of two different attackers. The watch does not lower its guns for anything that moves against its kin.	ANY ROUND
34	Feed The Engine. Feed the Engine. Play at any point in the round. The next time a friendly Destroyer is taken Out of Action this round, add an extra 1 to your Spiral counter beyond the usual tick — the fall counting double as the cult turns its own loss into descent.	ANY ROUND
35	Unbreaking. Unbreaking. Play at any point in the round. Choose a friendly Destroyer. Until the end of the round, that fighter ignores the to-Hit and Movement penalties of any Flesh Wounds it carries — the living-metal driving on as though the damage were not there.	ANY ROUND
36	One Denial Ignored. One Denial Ignored. Play as a Reaction when a friendly Destroyer would be denied its Reanimation roll. That denial is set aside this once: the Destroyer rolls its Reanimation as though it had not been overkilled. Even a killing blow fails to keep it down.	REACTION — WHEN A FRIENDLY DESTROYER WOULD BE DENIED ITS REANIMATION ROLL
41	Harvesters Arc. Harvester's Arc. Play at any point in the round. Choose a friendly Skorpekh Lord engaged in melee. Until the end of the round, when it fights it may make one of its hyperphase harvester attacks against a second enemy also engaged with it — the great scythe carried through into the next body in the arc.	ANY ROUND
42	Tunnellers Network. Tunnellers' Network. Play at the start of a round. Every friendly Ophydian currently tunnelling may return to the board this round in the Movement phase, each placed more than 6" from enemies — the whole network surfacing at once, wherever the enemy is thinnest.	START OF ROUND
43	Patient Volley. Patient Volley. Play at any point in the round. Choose a friendly Lokhust or Lokhust Heavy Destroyer that has not moved this round. Until the end of the round, it gains +1 to Hit with its next ranged attack — the reward of a gun-Destroyer that holds still and waits for the shot.	ANY ROUND
44	The Goad Spreads. The Goad Spreads. Play at the start of a round. Until the end of that round, the Lord's Goad of each friendly Lord reaches further, projecting to 9" instead of 6" — the descent running wider across the warband, more Destroyers dragged a tier deeper at once.	START OF ROUND
45	Relentless Reap. Relentless Reap. Play at any point in the round. Choose a friendly Destroyer that takes an enemy Out of Action in melee this round: immediately after that fight is resolved, it may make a free move of up to 3" toward the nearest other enemy. The reaping does not stop for one kill.	ANY ROUND
46	Risen Immune. Risen Immune. Play as a Reaction when a friendly Destroyer reanimates. For the rest of the battle, that fighter can no longer be Pinned — it has come back past that kind of fear, one more restraint left behind on the ground where it fell.	REACTION — WHEN A FRIENDLY DESTROYER REANIMATES

51	Chittering Swarm. Chittering Swarm. Play at any point in the round. A brood of goad-constructs scuttles across the line: choose up to two friendly Destroyers within 3" of each other. This round, each may go Over the Edge as the skill allows, even without it — the chittering driving both bodies past their limits at once.	ANY ROUND
52	Inescapable Reach. Inescapable Reach. Play at any point in the round. Choose a friendly Destroyer engaged in melee. Until the end of the round, enemy fighters cannot make a Retreat action to break away from it — the cult has arrived where no line can be quit, and there is no stepping back out of reach.	ANY ROUND
53	Cold Precision. Cold Precision. Play at any point in the round. Choose a friendly Destroyer. Until the end of the round, it may re-roll a single failed Hit roll — the unhurried certainty of a mind that feels nothing and does not miss the same shot twice.	ANY ROUND
54	Trophy Raised. Trophy Raised. Play at any point in the round. A cult fighter raises the flayed trophies of the murder-pilgrimage aloft for all to see: add 1 to your Spiral counter. The parade of unmaking drives the warband another step down.	ANY ROUND
55	The Slow Unmaking. The Slow Unmaking. Play as a Reaction when a friendly Destroyer is taken Out of Action. A nearby friendly Destroyer within 6" of the fallen one gains +1 Attack until the end of the round, spurred deeper by the loss of its kin — the cult drawing lethality from its own fall as it always does.	REACTION – WHEN A FRIENDLY DESTROYER IS TAKEN OUT OF ACTION
56	Necrodermis Endures. Necrodermis Endures. Play at any point in the round. Choose a friendly Destroyer. Until the end of the round, reduce by 1 the Damage of the next successful hit it suffers, to a minimum of 1 — the living-metal hull flowing shut around the wound before it can bite deep.	ANY ROUND
61	Avatars Wrath. Avatar's Wrath. Play at any point in the round. Choose a friendly Skorpekh Lord. Until the end of the round, it gains +1 Attack as the avatar of murder gives itself wholly to the killing — the deepest-fallen mind at its most terrible.	ANY ROUND
62	Bury Them. Bury Them. Play in the round a friendly Ophydian charges from tunnelling. That Ophydian gains +1 Attack for the fight it charges into — the strike from below landing with the full weight of the ambush before the enemy can turn to meet it.	THE ROUND AN OPHYDIAN CHARGES FROM TUNNELLING
63	Fixed Fire. Fixed Fire. Play at any point in the round. Choose a friendly Lokhust Heavy Destroyer that has not moved this round. Until the end of the round, it gains +1 to Hit and ignores the Unwieldy penalty on its heavy weapon — a gun-platform rooted in place and working the field with cold, methodical fire.	ANY ROUND
64	The Descent Accelerates. The Descent Accelerates. Play at the start of a round. Add 1 to your Spiral counter now, before any fighter acts — the unmaking gathering pace of its own accord, hurrying the warband toward the crest.	START OF ROUND
65	Nothing Left To Fear. Nothing Left to Fear. Play at any point in the round. Until the end of the round, no friendly Destroyer can be made to take a Nerve test, and none may be Broken — bodies too hollowed to feel dread, that simply keep coming whatever is done to them.	ANY ROUND
66	The Crest Held. The Crest Held. Play in the round your Spiral counter reaches its peak. The crash is delayed: the counter does not reset at the start of the next round, and the peak's benefits hold for one further round before the comedown finally falls. The cult stands at the crest a moment longer than it should.	THE ROUND THE SPIRAL REACHES ITS PEAK

ALLIANCES

✧ THE FLAYER KIN DRIFT

ALLIANCE

WHO	feral Flayed Ones — flayer-kin drawn to the cult's madness (generic, never a fixed named band; the drift of the maddened that gathers wherever the cult wars)
TERMS	campaign-only: the cult may hire a band of Flayed Ones as cheap melee support for a battle, drawn by the shared flayer-madness rather than paid in credits; they are a Hired-Gun pool, never permanent roster fighters, and they leave when the madness moves on

Wherever the cult wars, the maddened gather to it. Feral Flayed Ones — flayer-kin lost to the same compulsion that hollowed the cult — drift out of the tomb-dark and fall in beside the Destroyers, drawn by the shared madness rather than any bargain of credits.

The bond is a campaign alliance, not a roster. Between battles the cult may draw a band of Flayed Ones as cheap melee support for a single battle, hiring them from the shared Necron pool by the pull of kinship-in-unmaking. They are never permanent fighters and hold no place on the standing roster; when the madness moves on, so do they, leaving the cult as they found it.

WHO	another Necron dynasty House of the same machine-lineage — a Mephrit, Novokh, Nephrekh or Nihilakh House (any such House; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	necrons
MY ROLE	the cult that shares the Common Core hire pool — the Destroyer Cult lends and borrows the shared Necron agents (Dynastic Agents, Cryptek-adepts) and the machine-lineage's reanimation support, a tomb-legion bond rather than a cross-species pact
PHASE GATE	opens on a contested world once the Destroyer Cult and a sibling dynasty House both hold ground there (a local phase before Endgame)
TERMS	campaign-only machine-lineage pact: the two Houses share the Necron Common Core Hired-Gun / agent pool and reanimation-support for a campaign benefit; NO cross-House fighters enter either gang's normal-battle roster — this is a lineage bond struck between battles, not a combined gang; the partner House's own campaign heart authors the mirror from its side

The Destroyer Cult shares the machine-lineage of every tomb-legion, and where its war overlaps a sibling dynasty's the two may strike a bond of the metal. The partner is any other Necron dynasty House — a Mephrit, Novokh, Nephrekh or Nihilakh warband — chosen when the pact is made, never a fixed named gang.

The pact opens on a contested world once the cult and a sibling House both hold ground there, a local turn short of the endgame. It is a campaign alliance struck between battles, not a combined force: the two Houses pool the shared Necron Common Core — the Dynastic Agents, the Cryptek-adepts, the reanimation-support of the tombs — for a campaign benefit. No fighter of one House ever enters the other's normal-battle roster. The partner House authors the mirror of this bond from its own side; this is the Destroyer Cult's half of a lineage kept between kin, not a cross-species treaty.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
6	A Reanimator Loaned. A Reanimator Loaned. The tomb-world's reanimator-cult lends you one of its repair-constructs for the coming battle. For that battle, once per round you may re-roll a single failed Reanimation roll for a friendly Destroyer — the loaned Canoptek stitching a fallen body back toward its feet. The construct returns to the tombs when the fighting ends.	THE TOMB-WORLD'S CANOPTEK REANIMATOR-CULT (THE MACHINE-LINEAGE'S BETWEEN-BATTLE REPAIR-CONSTRUCTS THE DESTROYER CULT CALLS ON)

7	A Cryptek Adept's Boon. A Cryptek-Adept's Boon. A Cryptek-adept of the shared Necron pool attends your warband for the coming battle. Choose one friendly Destroyer at the start of that battle: for its duration, that fighter reanimates one point more surely, as the adept's arts steady the current that calls it back. The adept offers its craft once, then withdraws to its own work.	THE TOMB-WORLD'S CANOPTEK REANIMATOR-CULT (A CRYPTEK-ADEPT OF THE SHARED NECRON AGENT POOL)
8	The Flyer Kin Answer. The Flyer-Kin Answer. The maddened hear you, and a band of feral Flayed Ones drifts in for the coming battle. You may field them as a free unit of cheap melee support for that battle alone, drawn by the shared madness rather than any credits spent. They fight beside your Destroyers with the same hunger, then vanish back into the tomb-dark when the killing is done.	THE FLAYER-KIN DRIFT (THE FERAL FLAYED ONES DRAWN TO THE CULT'S MADNESS)
9	A Plasmacyte Brood. A Plasmacyte Brood. The reanimator-cult's spawning-vats yield a fresh clutch of goad-constructs. You gain a Plasmacyte for the coming battle, granted free to a Skorpekh or Ophydian of your choice — the chittering thing lashing that fighter over the edge a second time when you press it. Like all its kind it is one-shot: spent, it is gone, and the brood does not last past the battle.	THE TOMB-WORLD'S CANOPTEK REANIMATOR-CULT (ITS SPAWNING-VATS, WHICH BROOD THE GOAD-CONSTRUCTS)
10	The Dolmen Current. The Dolmen Current. The dolmen-current running beneath the battlefield rises to meet your warband. For the coming battle, your gang's Spiral counter begins at 1 rather than 0 — the tomb-current has the cult already a step into its descent before the first blow lands. The current ebbs when the battle ends and the counter starts from 0 again thereafter.	THE TOMB-WORLD'S CANOPTEK REANIMATOR-CULT (THE DOLMEN-CURRENT OF THE TOMBS BENEATH THE BATTLEFIELD)
11	Salvaged Necrodermis. Salvaged Necrodermis. The reanimator-cult opens its repair-benches to you, re-knitting living-metal that battle had torn beyond the body's own mending. Choose one cult fighter carrying a Lasting Injury: it may attempt a recovery roll to shed that injury, the salvaged necrodermis flowing back into the wound. The benches close again once the work is done.	THE TOMB-WORLD'S CANOPTEK REANIMATOR-CULT (ITS REPAIR-BENCHES, WHICH RE-KNIT LIVING-METAL)
12	The Star Gods Shadow. The Star-God's Shadow. The reanimator-cult keeps the chains of an enslaved C'tan Shard, and for the coming battle a fragment of that terror falls across your enemies. Once during that battle, you may call the shadow: choose an enemy fighter within sight of a friendly Destroyer; that fighter is struck by a fraction of the star-god's power, taking a Wound that ignores armour and cover both. The shadow passes, and the chains hold the god fast once more.	THE TOMB-WORLD'S CANOPTEK REANIMATOR-CULT (WHICH KEEPS THE CHAINS OF AN ENSLAVED C'TAN SHARD)

☠ SUB-PLOTS

✧ THE DEEPENING SPIRAL

SUB-PLOT

Reward: The gang's Spiral counter begins each battle at 1 rather than 0 for the rest of the campaign — the cult is now so far into its unmaking that it starts every fight already descending. This sub-plot can be claimed only once per campaign.

The Deepening Spiral. The murder-pilgrimage carries your warband further from itself with every battle it bleeds.

Trigger: across the campaign, your gang fights three separate battles in each of which four or more of its own cult fighters are taken Out of Action.

Reward: for the rest of the campaign, your Spiral counter begins each battle at 1 rather than 0 — the cult is now so far into its unmaking that it starts every fight already descending. This sub-plot can be claimed only once per campaign.

✧ THE LAST RESTRAINT

SUB-PLOT

Reward: Choose that fighter: once per battle for the rest of the campaign, it may ignore the Spiral CRASH's -1-to-Hit penalty for itself for that round — the one body that kept a shred of restraint through the crest. This sub-plot can be claimed only once per campaign.

The Last Restraint. One body among the warband keeps a shred of itself intact through the worst of the descent.

Trigger: a single named cult fighter — a Lord, a Hexmark or a Destroyer-specialist — survives a battle in which your gang reached the Spiral peak and then crashed, without being taken Out of Action at any point.

Reward: choose that fighter. For the rest of the campaign, once per battle it may ignore the Spiral crash's -1-to-Hit penalty for itself for that round — the one body that held a last restraint through the crest. This sub-plot can be claimed only once per campaign.

LEGENDARY NAMES

✧ THE HOLLOW WARDEN

LOKHUST LORD

XP cost (random): 6

XP cost (chosen): 12

The Hollow Warden is a named Lokhust Lord, a command skimmer hollowed past all warmth into pure, cold direction — a will that spreads the descent across a wider host than any ordinary Lord commands.

Benefit: the Lord's Goad of The Hollow Warden reaches further — friendly Destroyers count the Spiral one tier higher within a bubble larger than a normal Lord projects, carrying the descent across a broader stretch of the warband.

Drawback: The Hollow Warden can gain nothing from any friendly reanimation-support item or aura — no Resurrection Orb, no Canoptek Mending, no Cryptek's uplift reaches it. It is too hollow to be called back by another's will, and reanimates only on its own unaided roll.

✧ THE SIX DEATH MARKSMAN

HEXMARK

XP cost (random): 6

XP cost (chosen): 12

The Six-Death Marksman is a named Hexmark Destroyer, its six barrels each a remembered death — a dead-eye gunslinger that has never let a wounded foe walk away.

Benefit: once per battle, The Six-Death Marksman may fire all six of its disintegrator pistols at six different enemy targets in a single Shoot action, each shot carrying Precision so the firer picks the model struck — six deaths delivered at once.

Drawback: The Six-Death Marksman must always target the enemy fighter it damaged most recently, if that fighter is a legal target. It is fixated on finishing what it began, and cannot turn its guns to a better mark while a wounded one remains within reach.

✧ THE UNMADE LORD

SKORPEKH LORD

XP cost (random): 6

XP cost (chosen): 12

The Unmade Lord is a named Skorpekh Lord, the deepest-fallen mind in the warband — an avatar of murder so far into the flayer-madness that its very presence hastens the cult's descent.

Benefit: while The Unmade Lord is on the board, the Spiral counter climbs by an extra 1 the first time a friendly Destroyer is taken Out of Action each round, its unmaking driving the whole cult faster toward the crest.

Drawback: The Unmade Lord can never voluntarily leave a combat, nor refuse a charge it is able to declare. It is too far gone to withdraw, and must always press deeper into the fight — even when doing so throws its own body away.



TERRAIN

✧ THE CONVERGENCE OF DOMINION

TERRAIN

The Convergence of Dominion is the shared Necron fortification every dynasty fields — three linked Starstele, the battlefield-scale sibling of the Dynastic Stele, inherited from the Common Core. A gang may field a maximum of one.

The controlling gang deploys the three Starstele in or near its deployment zone, projecting the dynasty's dominion across the ground they enclose. Within that area, friendly Necron fighters gain a battlefield-scale nerve anchor reinforcing the steadiness the machine already carries, standing unshaken where the stele's dominion holds. It is a stronghold asset rather than a recruit: it takes no place in the fighting roster and adds nothing to the cult's descent, a claim staked on the land itself.

✧ THE DOLMEN SHARD

TERRAIN

The Dolmen Shard is a fragment of a tomb-world dolmen gate — a slab of black stone humming with reanimation-current, which the cult raises on ground it means to keep unmaking. It is a territory, not a marketplace: a gang holding the Shard draws no credits from it, for the Necrons do not trade.

Instead the Shard feeds the current the cult runs on. Between battles, one cult fighter carrying a Lasting Injury may attempt a recovery roll it would not otherwise get, and the gang re-rolls one failed post-battle recovery tied to its reanimation. In a battle fought over the Shard's own tomb-ground, once per game the controlling gang may add 1 to its Spiral counter, the stone dragging the warband a step deeper into its descent.

INESCAPABLE GROUND

SCENARIO

ATTACKER	the Destroyer Cult (arriving where the enemy cannot run — Ophydian deep-strike and Hexmark reach)
DEFENDER	the opposing gang (trying to reach the extraction edge before the cult reaps it)
DEPLOY	the defender deploys in the centre with an extraction edge to reach; the cult holds most of its force in reserve to tunnel and teleport in around the defender, closing every escape lane
OBJECTIVE	the cult wins by taking down the fleeing enemy before it escapes; the defender wins by extracting the bulk of its gang off the far edge
VICTORY	the defender wins if it extracts more than half its starting fighters off the extraction edge; the cult wins by reducing the defender below half its fighters before they escape
REWARDS	the cult adds each fighter it unmakes to the murder-pilgrimage tally; the defender gains reputation and salvage for a clean escape
CONTROL TRACK	a cult win advances its Control-Track claim by one step (nowhere on this world is safe from it); a defender win holds the marker and lets the gang withdraw its claim on the district intact

The cult arrives where the enemy cannot run — tunnelling up and reaching in to close every escape lane — while the defender fights only to get the bulk of its gang off the field alive.

ATTACKER AND DEFENDER

The Destroyer Cult is the attacker, arriving where the enemy hoped to withdraw. The opposing gang is the defender, trying to reach the extraction edge before the cult reaps it.

DEPLOYMENT

The defender deploys in the centre of the field, with a designated extraction edge to reach. The cult holds most of its force in reserve, tunnelling and teleporting in around the defender to close the escape lanes; only a screening element begins on the board.

INESCAPABLE GROUND

The cult's Ophydian deep-strike and Hexmark reach let it appear on the defender's flanks and rear as the battle unfolds, sealing the ways out. The defender must break through or slip past to reach the extraction edge.

ENDING THE BATTLE

The battle ends when the defender has either extracted more than half its starting fighters or been reduced below half its fighters, or when the defender is broken.

VICTORY

The defender wins if it extracts more than half its starting fighters off the extraction edge. The cult wins by reducing the defender below half its fighters before they escape.

REWARDS

The cult adds each fighter it unmakes to the murder-pilgrimage tally. The defender gains reputation and salvage for a clean escape.

CONTROL TRACK

A cult win advances its claim by one step — nowhere on this world is safe from it. A defender win holds the marker and lets the gang withdraw its claim on the district intact.

TACTICS

The cult should hold its reserves to spring behind the defender's line of retreat rather than trading in the open; the defender should pick a single escape lane and force it before the tunnellers seal it shut.

ATTACKER	the Destroyer Cult (pressing its own casualties to race The Spiral to the peak)
DEFENDER	the opposing gang (which must survive the crest and punish the crash)
DEPLOY	the cult deploys forward, its Ophydians in reserve to tunnel-strike and its Hexmarks positioned for inescapable reach; the defender deploys spread with an escape route toward its own board edge
OBJECTIVE	the cult wins by driving The Spiral to its peak and holding the enemy in the killing ground while it crests; the defender wins by surviving the crest intact and counter-attacking during the crash
VICTORY	the cult wins if it reaches the Spiral peak AND takes 3+ enemy fighters Out of Action before it crashes; the defender wins if, in the round after the crash, it takes 2+ Destroyers Out of Action, or if the cult never reaches the peak before the game ends
REWARDS	reaching the peak counts toward the murder-pilgrimage (a descent milestone, not credits); the defender gains reputation for surviving the crest and breaking the cult on its comedown
CONTROL TRACK	a cult win advances its Control-Track claim on the district by one step (the unmaking has spread); a defender win holds the marker where it stands and marks the district as having survived the cult once

The cult drives its own casualties to race the Spiral to its peak while the enemy tries only to outlast the crest and break the warband on its comedown.

ATTACKER AND DEFENDER

The Destroyer Cult is the attacker, pressing its own fall to reach the peak. The opposing gang is the defender, which must survive the crest and punish the crash.

DEPLOYMENT

The cult deploys forward, its Ophydians held in reserve to tunnel-strike and its Hexmarks positioned for inescapable reach. The defender deploys spread across the far half, with an escape route toward its own board edge.

THE KILLING GROUND

The cult's aim is to hold the enemy in reach while the Spiral climbs. The defender's aim is to weather that climb and counter-attack the moment the counter breaks. Both players track the Spiral counter as they would in any battle; here it is the mission's clock.

ENDING THE BATTLE

The battle ends when the round after the Spiral's crash is resolved, or when either side is broken.

VICTORY

The cult wins if it drives the Spiral to its peak and takes 3 or more enemy fighters Out of Action before it crashes. The defender wins if, in the round after the crash, it takes 2 or more Destroyers Out of Action, or if the cult never reaches the peak before the game ends.

REWARDS

Reaching the peak counts toward the murder-pilgrimage — a milestone of descent, not credits. The defender gains reputation for surviving the crest and breaking the cult on its comedown.

CONTROL TRACK

A cult win advances its claim on the district by one step, the unmaking spreading further. A defender win holds the marker where it stands and marks the district as one that has survived the cult once.

TACTICS

The cult must commit bodies to feed the Spiral without spending itself too early; the defender must read the crash window and hold its counter-punch until the comedown lands.



NECRONS · HOUSE DOSSIER

MEPHRIT DYNASTY

The aggressive armour-shredding gun-line

The Mephrit Dynasty captured a star in the war against their own dying sun, and they have never given it back. Where lesser dynasties are content to strip armour, the Everliving Sun folds it — every gauss barrel able to be pushed past the threshold the cautious never cross, until molecular fire flares white and the thing it strikes learns that armour was never the point. A Mephrit warband fights as a single disciplined firing-line: massed Warriors and Immortals behind a thin Lychguard screen, holding a position, lighting a target, and electing each round whether to fire clean or overcharge and execute now. It does not wait to be engaged. It reaches across the battlefield and annihilates, and when one of its gunners falls it rises again still on the trigger, for the sun does not set. A foe survives this dynasty not by being armoured but by never standing before it — by closing the gap before the tally mounts, or breaking every sightline the executioners hold.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Overlord)
- ♦ 0-2 Champions (Lord / Cryptek)
- ♦ Warriors and Immortals are the core Gangers (the gun-line)
- ♦ 0-2 Deathmarks, 0-2 Tomb Blades, 0-2 Lychguard (screen), 0-1 Brute
- ♦ Firm backbone: Gangers (Warriors/Immortals) $\geq$ Leaders + Champions
- ♦ Solar Fury and Reanimation Protocols are inherent to every gun-body — no separate pool to buy
- ♦ Necrons carry no grenades (an identity tell, not a gap); loadouts largely inherent
- ♦ C'tan support-roster only (one-per-gang, cannot carry the Mephrit keyword)

A Mephrit gang musters from fifteen hundred credits. It is led by exactly one Overlord and supported by no more than two Champions, each a Lord or a Cryptek. The firing-line itself is built from Necron Warriors and Immortals, and these gun-bodies must always number at least as many as the Leader and Champions combined — the Code rewards a wall of barrels, not a handful of nobles. To the line a commander may add up to two Deathmarks, up to two Tomb Blades and up to two Lychguard to screen the guns, and a single Canoptek Brute. A C'tan Shard may be fielded only from the support roster, one to a gang, and never bears the dynasty's own name. The dynasty carries no grenades; its weapons are gauss and tesla, and its gear is largely inherent to the body rather than bought and swapped. Deathmark and Immortal specialist slots open as the gang's reputation grows.

☠ GANG RULES

✂ ANNIHILATION DOCTRINE

GANG RULE

Annihilation Doctrine: a Mephrit Overlord or Lord does not order a charge — it selects. Once per round, when the commander activates, it may declare one enemy fighter it can see to be lit. Until the start of the controlling player's next round, every friendly Mephrit fighter shooting that target may re-roll hit rolls of 1, and any Gauss trigger fires on an unmodified 5 or 6 against it even without a Solar Overcharge. Only one enemy may be lit at a time; lighting a new target ends the previous mark. This is how the line unmakes what matters before it matters — a commander, a wounded brute, a fighter that has just broken cover. It is a choice made aloud, though: the foe sees which of its number the sun has chosen, and a clever enemy pulls that fighter into hard cover, out of every arc the line holds. The mark means nothing against a target the guns cannot see.

✂ SOLAR FURY

GANG RULE

Solar Fury: every Mephrit fighter firing a weapon with the Gauss or Tesla trait may declare a Solar Overcharge before rolling to hit. For that shot the weapon gains +3" to its long range, its Armour Piercing improves by 1, and its Gauss or Tesla trigger fires on an unmodified hit roll of 5 or 6 rather than only a 6. The captured star resents being spent: on an unmodified hit roll of 1 the weapon overheats and must immediately make an Ammo check, jamming until Reloaded if it fails. A fighter may overcharge every shooting action it makes — there is no limit but its nerve and its luck. Against a lightly armoured foe the overcharge is indulgence; against ceramite, carapace and heavy plate it is the difference between a firing-line and an ornament. The line that overcharges every barrel every round will, by the law of averages, fall silent at the worst moment, and a jammed heavy gun is a dead activation. The gunner's art is knowing which shots must fold armour now and which targets were already doomed.

FIGHTERS

NECRON WARRIOR

GANGER

✖ 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	1	4+	1	7+	6+	6+	8+

SAVE 4+

SPECIAL RULES **Reanimation Protocols** (*reanimates BEST — 4+ (3+ near an objective); Their Number is Legion*)

Robotic (*auto-steady Nerve; never Pinned; immune to Fear and Terror*) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

STARTING GEAR Gauss Flayer

FREE SKILL —

The reanimating backbone of every Necron dynasty — a cheap, slow, tireless construct that holds ground and refuses to stay down. Armed with a gauss flayer that strips armour on a telling hit, the Warrior is no monster; its worth is the return. It reanimates best of any body in a standard phalanx, rising on a 4+ and better still near an objective, so a line of Warriors becomes an anchor the enemy cannot clear. It never spirals — the chaff dies and rises but does not descend — yet it buys the board presence and the reanimation floor every dynasty needs to do its work.

Special Rules

- **Reanimation Protocols:** this fighter reanimates best of any in the gang — on a 4+, or 3+ near an objective — and through Their Number is Legion it stands back up harder than its cost suggests.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

VEHICLES

ANNIHILATION BARGE

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	6	5	5	5	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Tesla Cannon — Turret arc (Crew)
- ♦ Gauss Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Annihilation Barge is the light gun-skimmer of the dynasties — a cheap, fast anti-grav platform that floats over broken ground and rakes massed infantry with sheets of arcing lightning. Its turret twin-links a tesla destructor whose bolts leap from body to body, so a single pass punishes a packed enemy line far harder than a lone hard target, while a hull-mounted gauss cannon adds an armour-stripping answer to anything better protected. It is thinly armoured for a war-engine and rides on five Hull Points, trading protection for the speed and reach a Skimmer buys; its quantum shielding turns aside the first telling blow rather than letting it dig in. This is the machine a dynasty fields when it wants tempo and volume without paying superheavy prices — one per gang, held back to flank and to hose down whatever masses in the open. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOM SCYT'HE

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Death Ray — Front arc (Crew)
- ♦ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang

The Doom Scythe is the airspace-denial gunship of the dynasties — a pure interceptor built to own the sky above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming over the field at Low or High altitude and banking back for another firing pass. Its nose mounts a death ray that carves a killing line through everything beneath its flight path, gutting armour and war-engines in a single searing stroke, while a wing-fixed tesla destructor arcs lightning across softer targets on the same pass. Eight Hull Points and a strong handling let it survive the odd hit, but velocity and altitude are its real armour — the enemy it has already overflown struggles to answer. A dynasty fields one to hunt what moves and deny the field its sky — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOMSDAY ARK

VEHICLE

✖ 240 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Death Ray — Turret arc (Crew)
- ♦ Gauss Flayer — Left arc (Crew)
- ♦ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Doomsday Ark is the mobile siege gun of the dynasties — a glass anti-armour skimmer built around a single, appalling weapon. Its turret carries a doomsday cannon whose beam is at its most terrible when the machine holds station: settled and stationary, it looses a killing line that carves open walkers, war-engines and fortification alike, while flank gauss flayers keep infantry off its hull. The trade is its fragility for a vehicle of its reach — seven Hull Points and skimmer-thin flanks mean it must fire from range and reposition before the enemy closes, its quantum shielding buying it the one hit it needs to survive to fire again. A dynasty fields one to answer the heaviest target on the field, holding it back as a positional threat rather than a brawler — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GHOST ARK

TRANSPORT

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Gauss Flayer — Left arc (Crew)
- ◆ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Quantum Shielding
- ◆ Transport (6 fighters)

The Ghost Ark is the reliquary-barge of the phalanx — a durable anti-grav transport that carries a squad of Necron Warriors into the advance and mends them as it goes. Flank arrays of gauss flayers rake the enemy line to either side as it passes, but its true work is the cargo bay: it ferries up to six Warriors forward under quantum shielding, and its onboard repair-canoptics feed the dynasty's Reanimation Protocols, coaxing fallen passengers back onto their feet even as the machine rolls on. Seven Hull Points and thick facing armour let it push through fire that would gut a lighter skimmer, and its Skimmer locomotion carries it over the ruin that would bog a tracked hull. A dynasty fields one to keep the tide moving and refuse to let its line thin — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SCYTHE

TRANSPORT

✖ 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 10"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides
- TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

◆ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

◆ 0-1 per gang

◆ Dimensional Corridor

The Night Scythe is the transport interceptor of the dynasties — an aircraft that never lands and never slows. It carries no Hover system, so it holds no station: it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass, its wing-fixed tesla destructor arcing lightning across whatever masses below. It delivers its cargo without ever setting down, disgorging up to six Necron fighters mid-flight through a Dimensional Corridor — a portal that folds them from the airframe onto the ground where they are needed. Eight Hull Points and a good handling let it weather the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A dynasty fields one to insert a squad deep and deny the sky at once — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

TRIARCH STALKER

VEHICLE

✖ 330 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
6"	8	7	6	6	6+	3+	3+	5+	4+	5+	6+

LOCOMOTION Walker

HARDPOINTS

♦ Heavy Gauss Cannon — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

The Canoptek Doomstalker — the Triarch Stalker under an older name — is the heavy gauss anchor the whole dynasty forms around, and it is no longer a body on the fighter grid: a machine walker resolved through the Ash-Wastes vehicle rules, its damage and its handling read off the vehicle track rather than a wound roll. It stalks forward at Movement 6" on long metal legs, front-weighted against the fire it is meant to eat (Toughness 8 to the face, 7 to the flank, 6 at the rear) with a 3+ necrodermis hull over six Hull Points — hard to silence, harder to steer, a Handling 6+ frame that turns like the tomb it crawled out of. Its one inherent hardpoint carries the largest gun the Mephrit line can field: a chassis-mounted heavy gauss cannon, arc-bound to the Front, Unwieldy and unhurried, stripping armour off brutes and vehicles at the far end of the board while the overcharged firing-line works the ground beneath it. Ballistic Skill 3+ makes that shot the execution the dynasty is named for — the gun that ends the target no save answered. Its crew serve without fear and without haste, and the walker itself feels nothing. One per gang; its price is re-derived from the profile it now carries, not ported from the Brute it used to be, and stands provisional until the ash settles.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Concentrated Fire. Concentrated Fire. Play at the start of any round and choose an enemy fighter. Until the end of the round, when two or more friendly Mephrit fighters Shoot that target, each of them may re-roll Wound rolls of 1 against it. The line agrees, in the same instant, on where the light should fall.	ANY ROUND
12	Overcharge Surge. Overcharge Surge. Play at the start of a friendly fighter's activation. Every Solar Overcharge it makes this activation carries no overheat risk. For one furious moment the gunner opens its weapon all the way and pays nothing for it.	START OF A FRIENDLY ACTIVATION
13	Mark For Death. Mark for Death. Play at the start of the round and choose an enemy fighter you can see. It counts as lit by Annihilation Doctrine until the start of the next round, with no Champion needing the skill or spending an action. The line has already decided who dies.	START OF THE ROUND

14	Disciplined Volley. Disciplined Volley. Play at the start of any round. Until the end of the round, friendly Mephrit fighters that do not move add 6" to the long range of their shooting weapons. The line stands, sights, and reaches further than the enemy believed it could.	ANY ROUND
15	The Sun Rises. The Sun Rises. Play when a friendly fighter is returned to the battle by Reanimation Protocols. That fighter may immediately make a free Shoot action. It rises still on the trigger, for the sun does not set.	WHEN A FRIENDLY FIGHTER REANIMATES
16	Cooling Cycle. Cooling Cycle. Play at any point in the round. Choose one friendly fighter whose weapon has jammed; it is immediately cleared and made ready to fire, as though it had spent an action to Reload. The reactor cycles, the heat bleeds off, and the barrel speaks again.	ANY ROUND
21	Fold The Armour. Fold the Armour. Play when a friendly fighter Shoots a target. For that shot, a Gauss weapon's armour-ignoring trigger fires on an unmodified 4, 5 or 6. The molecular fire finds every seam at once, and armour becomes a suggestion.	WHEN A FRIENDLY FIGHTER SHOOTS
22	The Line Holds. The Line Holds. Play at the start of any round. The first friendly Mephrit fighter that would be taken Out of Action by a ranged attack this round is instead left Seriously Injured. The wall does not break while there is still a war to be won from where it stands.	ANY ROUND
23	Withering Rhythm. Withering Rhythm. Play when a friendly fighter that has not moved makes a Shoot action. That shot gains +1 to the Hit roll and scores an additional hit on an unmodified 6, as the barrel settles into the tomb's own metronome. A held gun finds a rhythm no living hand could keep.	WHEN A STATIONARY FRIENDLY FIGHTER SHOOTS
24	Range The Field. Range the Field. Play at the start of the round. Until the start of the next round, friendly Mephrit fighters take no penalty for shooting a target at long range. The line has measured every distance the enemy might stand at.	START OF THE ROUND
25	The Suns Reach. The Sun's Reach. Play when a friendly fighter Shoots. For that shot, add 6" to the weapon's long range and take no penalty for the target being at long range. The dynasty reaches across the field and touches what thought itself safe.	WHEN A FRIENDLY FIGHTER SHOOTS
26	Execute The Wounded. Execute the Wounded. Play when a friendly fighter Shoots an enemy that has suffered a Flesh Wound or is Seriously Injured. Against that target the shot re-rolls failed Wound rolls. The dynasty does not let a marked thing crawl away to rise again.	WHEN A FRIENDLY FIGHTER SHOOTS
31	Solar Flare. Solar Flare. Play when a friendly fighter's overcharged shot forces an Ammo check on an unmodified hit roll of 1. That Ammo check is automatically passed, and the shot still lands. The star flares to the very edge of choking and holds.	WHEN A FRIENDLY OVERCHARGED SHOT WOULD JAM
32	Patient Execution. Patient Execution. Play when a friendly fighter that has not moved Shoots. It may first make a free Aim action for that shot. The Necron waits as long as it must, and then does not miss.	WHEN A STATIONARY FRIENDLY FIGHTER SHOOTS
33	Concentrated Doctrine. Concentrated Doctrine. Play in any round while an enemy fighter is lit by Annihilation Doctrine. Until the end of the round, friendly fighters shooting the lit target improve their weapons' Armour Piercing by a further 1. The sun narrows to a single point, and nothing it lands on keeps its armour.	ANY ROUND A TARGET IS LIT

34	Chain Lightning. Chain Lightning. Play when a friendly weapon with the Tesla trait scores a hit. Its Tesla trigger fires on an unmodified 4, 5 or 6 for the rest of that shooting action, arcing from body to body across a massed foe. The captured lightning leaps where it wills.	WHEN A FRIENDLY TESLA WEAPON HITS
35	The Everliving Volley. The Everliving Volley. Play when a friendly fighter is returned by Reanimation Protocols within 3" of another friendly Mephrit fighter. Both fighters may immediately make a free Shoot action. The line closes over its own dead and answers with fire.	WHEN A FRIENDLY FIGHTER REANIMATES
36	Mark The Champion. Mark the Champion. Play at the start of the round and choose an enemy Champion or Leader. Until the start of the next round, friendly fighters shooting that target re-roll Hit and Wound rolls of 1. The dynasty reserves its full attention for the enemy that leads.	START OF THE ROUND
41	Deathmarks Angle. Deathmark's Angle. Play when a friendly Deathmark makes a Shoot action. For that shot it ignores any cover the target is in and takes no negative modifier for the target being at long range. The marksman finds the one line no wall accounts for, and takes it.	WHEN A FRIENDLY DEATHMARK SHOOTS
42	Cool The Wall. Cool the Wall. Play at the start of the round. Until the start of the next round, friendly Mephrit fighters that did not move treat their Solar Overcharge overheat as a rolled 6 for the Ammo check. For one round the static line pours the sun on without fear of choking.	START OF THE ROUND
43	Silent Execution. Silent Execution. Play when a friendly fighter Shoots a weapon with the Silent trait. That shot gains the Precision trait and does not reveal the firer's position. The last thing the target sees is the light; the rest of its warband sees nothing at all.	WHEN A FRIENDLY SNIPER SHOOTS
44	Overcharge The Anchor. Overcharge the Anchor. Play when a friendly fighter Shoots a Heavy weapon with the Gauss trait. That shot is treated as Solar Overcharged with no overheat risk, folding the heaviest armour on the board without the danger of silencing the biggest gun. The anchor speaks, and something large stops moving.	WHEN A FRIENDLY HEAVY WEAPON SHOOTS
45	The Slow Advance. The Slow Advance. Play at the end of the round. Each friendly Mephrit fighter that did not move this round may now reposition up to 3", so long as it does not end within 3" of an enemy. The firing-line does not charge; it rolls forward one deliberate pace and re-sights.	END OF THE ROUND
46	Fixed Fire. Fixed Fire. Play when a friendly fighter that has not moved activates. It may make two Shoot actions this activation instead of one, but may not move for the rest of the round. Rooted and relentless, the gunner becomes a fixed point of fire.	WHEN A STATIONARY FRIENDLY FIGHTER ACTIVATES
51	Bank The Star. Bank the Star. Play at the start of any round. Choose one friendly fighter that has not yet activated; the next Solar Overcharge it makes this round carries no overheat risk — the star held back and spent clean. One perfect shot, saved for the moment it is needed.	ANY ROUND
52	Reload The Dead. Reload the Dead. Play when a friendly fighter is returned to the battle by Reanimation Protocols. Any weapon it carries that was jammed or spent returns cleared and ready to fire. The dead rise reloaded, and the sun does not set.	WHEN A FRIENDLY FIGHTER REANIMATES
53	The Executioners Eye. The Executioner's Eye. Play when a friendly fighter Shoots. For that shot it may re-roll all failed Hit rolls, but may target only an enemy Champion, Leader, or a fighter that has already taken a wound. The eye chooses what matters and does not look away.	WHEN A FRIENDLY FIGHTER SHOOTS
54	No Ground Given. No Ground Given. Play at the start of any round. Until the end of the round, friendly Mephrit fighters may not be forced to make a Retreat and pass any Nerve test automatically. The line that reloads its own dead does not step back.	ANY ROUND

55	Sunburst. Sunburst. Play when a friendly overcharged shot takes an enemy fighter Out of Action. Every other fighter, friend or foe, within 2" of the victim is caught in the same solar flash — make a single hit against each at the overcharged weapon's Strength. When the sun lands, it does not land quietly.	WHEN AN OVERCHARGED SHOT TAKES AN ENEMY OUT OF ACTION
56	The Tally Rises. The Tally Rises. Play when a friendly fighter takes an enemy Champion or Leader Out of Action. Until the end of the next round, friendly Mephrit fighters within 12" of the fallen enemy re-roll Hit rolls of 1. Another name is added to the Everliving Sun's record, and the line executes the harder for it.	WHEN A FRIENDLY FIGHTER TAKES AN ENEMY CHAMPION OR LEADER OUT OF ACTION
61	Break The Charge. Break the Charge. Play when an enemy declares a Charge against a friendly fighter. Before the charge is resolved, one friendly Mephrit fighter within range and line of sight of the charger may immediately make a free Shoot action against it, overcharging if it wishes. The line answers a closing enemy with the sun before the blades ever land.	WHEN AN ENEMY DECLARES A CHARGE
62	Mobile Sun. Mobile Sun. Play when a friendly Tomb Blade activates. This round it may move its full distance and still count as not having moved for the purposes of Solar Overcharge and any stationary-fire bonus. The sun does not have to stand still to burn.	WHEN A FRIENDLY TOMB BLADE ACTIVATES
63	Concentrate The Line. Concentrate the Line. Play in any round while an enemy fighter is lit. Every friendly Mephrit fighter that Shoots this round must, if able, shoot the lit target; in exchange, each re-rolls a single failed Wound roll against it. The whole line agrees, and the agreement is lethal.	ANY ROUND A TARGET IS LIT
64	The Reliquary's Gift. The Reliquary's Gift. Play when a friendly fighter fails an Ammo check. That fighter's weapon is immediately cleared and reloaded, as though by the tomb-shrine's own hand, ready to fire again. The reliquary gives back what the overcharge spent.	WHEN A FRIENDLY FIGHTER FAILS AN AMMO CHECK
65	Endless Volley. Endless Volley. Play when a friendly fighter that has not moved makes a Shoot action with a weapon that has the Rapid Fire trait. That weapon fires one additional shot for this action. A barrel that never wavers simply keeps firing.	WHEN A STATIONARY FRIENDLY FIGHTER SHOOTS
66	The Sun Ascendant. The Sun Ascendant. Play when a friendly overcharged shot scores a hit. For that shot, the weapon's Armour Piercing improves by a further 1 and its Damage increases by 1. At its height the captured sun spares nothing it touches.	WHEN A FRIENDLY OVERCHARGED SHOT HITS

ALLIANCES

✂ THE EXECUTIONERS SCORN

ALLIANCE

WHO	any gang that lives by closing the gap or breaking line of sight — a fast melee gang or a cover-and-infiltrate gang (generic, the archetype that starves the Mephrit identity; NEVER a fixed named gang)
TERMS	map-level enmity, campaign-only: while the feud stands, Mephrit and the feud-gang may NOT agree a non-aggression pact or share a territory boundary peacefully; when they meet, the Mephrit player may re-roll the scenario roll once (the dynasty forces the fight it wants — the open-ground execution); the feud-gang, in any scenario against Mephrit, deploys with one additional infiltrating or reserve fighter (it knows to close or hide). The feud is struck between battles and enters no roster.

The Mephrit reserve a particular contempt for any gang that lives by closing the gap or breaking line of sight — the fast melee warband that crosses the field before the tally mounts, the cover-and-infiltrate force that denies the executioners a clean shot. Against such a foe the dynasty holds a standing feud. While it stands, the two forces may agree no non-aggression pact and share no territory boundary in peace. When they meet, the Mephrit player may re-roll the scenario roll once, forcing the open-ground execution the dynasty wants; and the feud-gang, in any scenario against the Mephrit, deploys with one additional infiltrating or reserve fighter, for it knows to close or to hide. The feud is struck between battles and enters no roster.

WHO	another Necron dynasty House of the same machine-lineage — a Destroyer Cult, Novokh, Nephrekh or Nihilakh House (any such House; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	necrons
MY ROLE	the gun-line that shares the Common Core hire pool — Mephrit lends and borrows the shared Necron agents (Dynastic Agents, Cryptek-adepts) and the machine-lineage's cooling and reanimation support, a phalanx-of-phalanxes bond rather than a cross-species pact
PHASE GATE	opens on a contested world once Mephrit and a sibling dynasty House both hold ground there (a local phase before Endgame)
TERMS	campaign-only machine-lineage pact: the two Houses share the Necron Common Core Hired-Gun / agent pool and cooling / reanimation support for a campaign benefit; NO cross-House fighters enter either gang's normal-battle roster — this is a lineage bond struck between battles, not a combined gang; the partner House's own campaign heart authors the mirror from its side

The Mephrit make no common cause with living things. But between the dynasties of the machine-lineage there is an older bond, struck when two Necron Houses of the same Common Core hold ground on a contested world before the endgame closes. This is a campaign pact, not a combined gang: the two Houses share the Necron Common Core hire pool — the Dynastic Agents and Cryptek-adepts — and lend one another the lineage's cooling and reanimation support, a phalanx standing beside a phalanx. No fighter of the allied House enters either gang's battle roster; the bond is worked between battles, and the partner House's own campaign heart authors its mirror from the other side.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
6	A Coolant Tithe. The reactor-cult pays its coolant tithe to your line. For your next battle, once per round you may treat one friendly fighter's Solar Overcharge overheat as automatically passed, the cooling-adepts bleeding the excess heat away before it can jam the gun. The tithe is small but steady — the shrine keeps the barrels of the faithful from choking at the worst moment.	THE TOMB-WORLD'S SOLAR-RELIQUARY REACTOR-CULT (ITS COOLING-ADEPTS, WHO TEND THE OVERCHARGE-SHRINES)

7	A Loaned Capacitor. The cooling-adepts loan you a charged capacitor for the coming battle. Choose one fighter; once during the battle it may make a Solar Overcharge with no overheat risk, as though it carried a Solar-Flare Capacitor. When the battle ends the loan is recalled — the shrine's relics are lent, never given.	THE TOMB-WORLD'S SOLAR-RELIQUARY REACTOR-CULT (ITS COOLING-ADEPTS, WHO TEND THE OVERCHARGE-SHRINES)
8	A Cryptek Adepts Cooling. A Cryptek-adept of the reactor-cult attaches itself to your line for the battle as a hanger-on. While it is on the board, friendly fighters within 6" of it that did not move treat their Solar Overcharge overheat as a rolled 6 for the Ammo check. The adept does not fight; it tends the guns, and asks only to witness the executions its cooling makes possible.	A CRYPTEK-ADEPT OF THE REACTOR-CULT (A HANGER-ON LENT FROM THE SHARED NECRON COMMON CORE)
9	A Sunburst Node Fielded. The reactor-cult fields one of its portable cooling-altars alongside your gang for the battle. Treat one friendly Lord as carrying a Sunburst Reactor-Node for the duration — friendly Mephrit within 6" that did not move treat a Solar Overcharge overheat as a rolled 6 for the Ammo check. If your gang already fields a Node, the altar instead extends its range to 9" for this battle.	THE TOMB-WORLD'S SOLAR-RELIQUARY REACTOR-CULT (ITS COOLING-ADEPTS, WHO TEND THE OVERCHARGE-SHRINES)
10	The Marked Target. The dynasty's Deathmark cadre lends the line its marksmen and names a quarry for you. Before the battle, choose one enemy fighter as the marked target. For the whole battle, friendly fighters shooting the marked target may re-roll Hit rolls of 1 against it, as though a Champion had lit it. The cadre asks only that the mark be honoured: while the marked fighter is a legal target, at least one friendly fighter must shoot at it each round, or this favour lapses for the rest of the game.	THE DYNASTY'S DEATHMARK CADRE (THE EXECUTION-RECORD'S MARKSMEN, LENT TO THE LINE)
11	The Reliquary Refit. The shrine grants your gang a full refit between wars. After the coming battle, repair every piece of jammed or damaged gear the gang carries for free, and re-roll up to two failed post-battle recovery rolls. The cooling-adepts work through the tomb-night, and the line rises for the next war with every barrel clear and every gunner mended.	THE TOMB-WORLD'S SOLAR-RELIQUARY REACTOR-CULT (ITS COOLING-ADEPTS, WHO TEND THE OVERCHARGE-SHRINES)
12	The Everliving Suns Blessing. The captured star itself turns its regard upon your line — the rarest and highest favour the dynasty can be shown. For your next battle, every friendly Mephrit fighter treats its Solar Overcharge overheat as automatically passed on the first overcharge it makes each round, and once during the battle your commander may light a target with Annihilation Doctrine for free. The sun does not set, and for one war it will not let a single barrel of the faithful fall silent.	THE EVERLIVING SUN ITSELF (THE DYNASTY'S PHYLACTERY-REACTOR, THE CAPTURED STAR IT NEVER GAVE BACK)

☠ SUB-PLOTS

✂ THE CLOUDLESS TALLY

SUB-PLOT

Reward: Once per battle for the rest of the campaign, the gang may light one target with Annihilation Doctrine for free, without a Champion needing the skill or spending its action. The record has taught the whole line who to erase. This sub-plot can be claimed only once per campaign.

Across the campaign, take an enemy Champion or Leader Out of Action with a ranged attack in three separate battles — three clean executions logged to the Everliving Sun's record. Once the tally is met, for the rest of the campaign you may, once per battle, light one target with Annihilation Doctrine for free: no Champion need carry the skill, and none need spend its action to do it. The record has taught the whole line who to erase. This sub-plot can be claimed only once in a campaign.

✂ THE DEEPENING RESERVOIR

SUB-PLOT

Reward: The gang's Solar Reliquary now grants, for the rest of the campaign, one free no-overheat Solar Overcharge charge to any one fighter each battle (as a Solar-Flare Capacitor charge), reflecting the banked star the reservoir has grown. This sub-plot can be claimed only once per campaign, and does not stack with a fighter's own Capacitor beyond one charge.

Across the campaign, hold a Solar Reliquary territory and complete three post-battle refits beneath it — the solar-arsenal deepening as cooling-tech and overcharge-relics are banked, war after war. Once the reservoir has grown, for the rest of the campaign your Solar Reliquary grants one free no-overheat Solar Overcharge charge to any one fighter each battle, as though it held a Solar-Flare Capacitor's flare. This charge does not stack with a fighter's own Capacitor beyond a single use. The sub-plot can be claimed only once in a campaign.

☠ LEGENDARY NAMES

✂ THE CLOUDLESS

LORD / ROYAL WARDEN

XP cost (random): 5

XP cost (chosen): 10

The Cloudless. A named Lord and section-leader whose gun-line has never once fallen silent — the warden beneath whose command a barrel does not choke. While The Cloudless is on the board, friendly fighters within 6" of it that did not move treat their Solar Overcharge overheat as a rolled 6 for the Ammo check, as though a Sunburst Reactor-Node stood among them whether or not one is fielded; and once per round it may re-roll a failed Ammo check for a fighter within that range. But The Cloudless will not abandon its section: it may not voluntarily end a round more than 6" from at least two other friendly fighters, and if it is ever the last friendly fighter within 6" of any ally it fires at -1 to hit, for a section-leader without a section forgets how to shoot.

✧ THE LAST WITNESS

DEATHMARK

XP cost (random): 6

XP cost (chosen): 12

The Last Witness. A named Deathmark marksman — the last thing its targets ever see. Its gauss shots always count as having the Precision trait, the firer choosing the model that falls; and once per battle, when it takes an enemy Champion or Leader Out of Action, one friendly fighter may immediately make a free Shoot action as the execution rallies the line. But The Last Witness hunts alone: it may not benefit from any friendly aura, including Annihilation Doctrine and the Sunburst Reactor-Node, and if a friendly fighter is within 3" of it at the start of the round it may not make a Sniper shot that round, for it needs the space to work.

✧ THE SUNKILLER

OVERLORD

XP cost (random): 6

XP cost (chosen): 12

The Sunkiller. A named phylarch of the Everliving Sun whose executions are counted in the thousands — the Overlord whose name enemy commanders learn before they ever see its light. While The Sunkiller is on the board, its Annihilation Doctrine may light a target once per round without counting against the once-per-round limit of any other friendly Champion's Doctrine, so two targets may burn under the line's attention at once; and friendly fighters shooting a target it has lit re-roll Wound rolls of 1 as well as Hit rolls of 1. But The Sunkiller will not deign to fight in melee: it may never make a Charge action, and if it is ever engaged in base-to-base combat it suffers -1 to all its rolls until it breaks free, for the executioner is helpless when the gap it despises is closed upon it.

☠ TERRAIN

✧ THE CONVERGENCE OF DOMINION

TERRAIN

The Convergence of Dominion. The shared Necron fortification — three linked Starstele, the battlefield-scale sibling of the Dynastic Stele, inherited from the Common Core and fielded by every dynasty. A gang may deploy one Convergence to a battle. Its controlling gang sets the three linked Starstele in or near its deployment zone, projecting the dynasty's dominion over the held ground. Within the area they enclose, friendly Necron fighters gain a battlefield-scale anchor to leadership and nerve, reinforcing the auto-steady Nerve that Robotic already grants. It is a stronghold asset, not a recruit.

The Solar Reliquary. A tomb-world reactor-shrine where the dynasty banks a fragment of the captured sun, its cooling-adepts tending the overcharge-relics and mending jammed gear between wars. A gang that holds the Solar Reliquary as a campaign territory draws no credits from it — the Necrons do not trade — but between battles it refunds part of the overcharge attrition: the gang repairs one piece of jammed or damaged gear for free and re-rolls one failed post-battle recovery roll. In a battle fought over the Reliquary's own tomb-ground, once per game the controlling gang may treat one fighter's Solar Overcharge overhear as automatically passed.

THE KILLING GROUND

SCENARIO

ATTACKER	the opposing gang (which must close the gap or break line of sight before the overcharge tally executes it)
DEFENDER	the Mephrit Dynasty (holding a firing position, lighting targets and overcharging to fold armour at range)
DEPLOY	the Mephrit deploy on and around a raised firing position with long open sightlines, their Deathmarks and Tomb Blades set to cover the flanks; the attacker deploys at range with access to cover corridors and at least one covered approach lane toward the Mephrit line
OBJECTIVE	the Mephrit win by holding the position and executing the attacker at range before it arrives; the attacker wins by closing into the Mephrit line or breaking enough line of sight to survive the tally
VICTORY	the Mephrit win if they take 4+ enemy fighters Out of Action by ranged attacks before any enemy fighter ends a round within 3" of a Mephrit fighter; the attacker wins if it gets 2+ fighters into base-to-base with the Mephrit line, OR if at the end of the game the Mephrit have taken fewer than 4 enemies Out of Action at range
REWARDS	the Mephrit log each ranged execution toward the Everliving Sun's record (a tally milestone, not credits); the attacker gains reputation for crossing the killing ground and reaching the line
CONTROL TRACK	a Mephrit win advances its Control-Track claim on the district by one step (the line held and the ground is theirs to range from); an attacker win holds the marker where it stands and marks the district as one the executioners could not clear

The Mephrit have chosen their ground and mean to hold it. The enemy must cross the killing floor and reach the line, or break every sightline the executioners command, before the tally of clean kills mounts past survival.

ATTACKER The opposing gang, which must close the gap or break line of sight before the overcharge tally executes it.

DEFENDER The Mephrit Dynasty, holding a firing position, lighting targets and overcharging to fold armour at range.

BATTLEFIELD A raised firing position with long open sightlines, ringed by cover corridors and at least one covered approach lane toward the Mephrit line.

CREWS Both gangs field their full starting rosters, or an agreed equal number of fighters.

DEPLOYMENT The Mephrit deploy on and around the raised position, their Deathmarks and Tomb Blades set to cover the flanks. The attacker deploys at range, with access to the cover corridors and at least one covered lane by which to approach.

OBJECTIVE The Mephrit must execute the attacker at range before it arrives. The attacker must close into the line or break enough line of sight to survive the tally.

ENDING THE BATTLE The battle ends when either victory condition is met, or when a gang bottles out.

VICTORY The Mephrit win if they take four or more enemy fighters Out of Action by ranged attacks before any enemy fighter ends a round within 3" of a Mephrit fighter. The attacker wins if it gets two or more fighters into

base-to-base contact with the Mephrit line, or if at the end of the game the Mephrit have taken fewer than four enemies Out of Action at range.

REWARDS The Mephrit log each ranged execution to the Everliving Sun's record. The attacker gains reputation for crossing the killing ground and reaching the line.

CONTROL TRACK A Mephrit win advances the dynasty's Control-Track claim on the district by one step — the line held, and the ground is theirs to range from. An attacker win holds the marker where it stands and marks the district as one the executioners could not clear.

ATTACKER	the Mephrit Dynasty (which has marked a single enemy fighter for execution and must fold it at range)
DEFENDER	the opposing gang (which must keep its marked fighter alive and off the sightlines until the game ends)
DEPLOY	the Mephrit deploy spread for overlapping fire, their Deathmark cadre positioned to strike from an angle; the defender deploys with its marked fighter free to place anywhere in its half, and may keep it in reserve or in cover
OBJECTIVE	before the game, the Mephrit name one enemy fighter as the marked target; the Mephrit win by taking it Out of Action with a ranged attack; the defender wins by keeping it alive to the end
VICTORY	the Mephrit win if the marked fighter is taken Out of Action by a Mephrit ranged attack before the end of the game; the defender wins if the marked fighter is still on the board (or voluntarily withdrawn) at the end, OR if the marked fighter takes a Mephrit fighter Out of Action in melee
REWARDS	a successful execution logs a clean kill toward the Everliving Sun's record and grants the executing fighter bonus XP (a named body folded); the defender gains reputation and salvage for shielding the mark
CONTROL TRACK	a Mephrit win advances its Control-Track claim by one step (the record grows, the district learns who the dynasty erases); a defender win holds the marker and marks the target as one the sun could not reach

The Everliving Sun has named a single enemy for erasure, and the whole line has come to see it done. The quarry's gang must keep it alive and out of the executioners' arcs until the tomb-cold patience of the Mephrit runs out — which it never does.

ATTACKER The Mephrit Dynasty, which has marked one enemy fighter for execution and must fold it at range.

DEFENDER The opposing gang, which must keep its marked fighter alive and off the sightlines until the game ends.

BATTLEFIELD An open field of fire broken by hard cover and blind corridors — ground that offers the marked fighter places to hide and the executioners places to range from.

CREWS Both gangs field their full starting rosters, or an agreed equal number of fighters.

DEPLOYMENT The Mephrit deploy first, spread for overlapping fire, their Deathmark cadre positioned to strike from an angle. The defender then deploys with its marked fighter free to place anywhere in its half, and may hold it in reserve or in cover.

THE MARK Before the battle the Mephrit name one enemy fighter as the marked target. The choice is known to both players.

OBJECTIVE The Mephrit must take the marked target Out of Action with a ranged attack. The defender must keep it alive to the end.

ENDING THE BATTLE The battle ends when the marked target is taken Out of Action, when it voluntarily withdraws from the board, or when both gangs have bottled out.

VICTORY The Mephrit win if the marked fighter is taken Out of Action by a Mephrit ranged attack before the end of the game. The defender wins if the marked fighter is still on the board, or was voluntarily withdrawn, at the end — or if the marked fighter takes a Mephrit fighter Out of Action in melee, turning the executioners' contempt for close work against them.

REWARDS A successful execution logs a clean kill to the Everliving Sun's record and grants the executing fighter bonus experience. The defender gains reputation and salvage for shielding the mark.

CONTROL TRACK A Mephrit win advances the dynasty's Control-Track claim on the district by one step; the record grows, and the district learns who the dynasty erases. A defender win holds the marker where it stands and marks the target as one the sun could not reach.



NECRONS · HOUSE DOSSIER

NEPHREKH DYNASTY

The phase-mobility skirmish force

The Nephrekh Dynasty fights as a phase-mobility skirmish force — an Overlord-led raiding phalanx that refuses to hold a line. Every warrior is wrapped in the shimmer, a faint wrongness at the edge of a body only half committed to standing here, so that every ranged attack against an un-Engaged Nephrekh fighter sheds a share of its accuracy to that haze. Every warrior can Translocate, folding the distance between two points and stepping through the seam to materialise where no gun was trained. The dynasty does not march and it does not hold; it appears, strikes, and is gone before the return fire finds the space it left. Reanimation reads the same way here — a fallen Nephrekh warrior comes back elsewhere, its self-repair waking as the body phases toward a safer node. A Nephrekh line cannot be pinned at range; it is beaten only by catching it, holding it in melee where the shimmer collapses, or saturating the ground it must arrive on.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (Overlord)
- ♦ 0-2 Champions (Lord / Cryptek)
- ♦ Warriors and Immortals are the holding-node Gangers the raiders phase between
- ♦ 0-3 Tomb Blades (speed core, slot-raised), 0-2 Deathmarks, 0-2 Lychguard / Praetorians (phase-strike melee), 0-1 Brute
- ♦ Firm backbone (relaxed lean): Gangers $\geq$ Leaders + Champions, tilted toward the fast/phase bodies
- ♦ Dimensional Translocation and Reanimation Protocols are inherent to every fighter — there is no separate pool to buy or track
- ♦ Necrons carry no grenades (an identity tell, not a gap); loadouts largely inherent
- ♦ C'tan support-roster only (one-per-gang, cannot carry the Nephrekh keyword)

A Nephrekh gang begins with 1500 credits and forms around a single Overlord, the Veiled Lord who extends the translocation corridor to the whole force. It may field up to two Champions — Lords and Crypteks — and draws its Gangers from the reanimating Warriors and Immortals that hold the nodes the raiders phase between. The raiding core comes from the fast, phase-capable bodies: up to three Tomb Blades, up to two Deathmarks, up to two Lychguard or Praetorians for the phase-strike melee, and a single Brute. The backbone rule holds — Gangers must at least equal the count of Leader plus Champions — but Nephrekh tilts that line toward the fast phase-raiders rather than a static wall. Dimensional Translocation and Reanimation Protocols are inherent to every fighter. Necrons carry no grenades, and a C'tan Shard may be taken only from the support roster, never bearing the Nephrekh keyword.

☠ GANG RULES

✧ DIMENSIONAL TRANSLOCATION

GANG RULE

Dimensional Translocation is the Nephrekh Code, carried by every fighter in the gang, and it has two parts. The Shimmer is passive: while a Nephrekh fighter is not Engaged in melee, every ranged attack against it suffers -1 to Hit, the body only half committed to the here-and-now so that each volley sheds a share of its hits to the haze. Translocate is a special action taken instead of a normal Move — remove the fighter and place it anywhere within 8" of its starting position, ignoring terrain and intervening models, so long as the new position is more than 3" from every enemy fighter. A fighter may Translocate once per round. The Code carries its own undoing plainly. The shimmer is ranged only and collapses the instant a fighter is dragged into close combat, and no fighter can fold away while Engaged. A gang that is caught and held in melee, or whose landing-grounds are saturated with template and blast fire, loses the corridor entirely.

✧ THE VEILED STEP

GANG RULE

The Veiled Step is the command aura of a Nephrekh Overlord or Lord — the Veiled Lord walking a little further out of the world than its warriors and pulling them with it. While a friendly Nephrekh fighter is within 6" of the commander, it may treat the gang's Translocate as though it were on its Cunning skill access, folding space as readily as the raiders do, and it keeps the -1-to-be-hit shimmer even in a round in which it has moved — the haze does not thin for it as it would for a warrior pushing hard through real space. Under the aura a whole wing advances and dodges in the same breath, sliding across the board un-shot. The corridor is a bubble around one body, and that body can be killed: cut down the commander and the corridor narrows to its normal width, and the warriors that were dancing through folded space are ordinary again.

FIGHTERS

NECRON WARRIOR

GANGER

✖ 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	1	4+	1	7+	6+	6+	8+

SAVE 4+

SPECIAL RULES **Reanimation Protocols** (*reanimates BEST — 4+ (3+ near an objective); Their Number is Legion*)

Robotic (*auto-steady Nerve; never Pinned; immune to Fear and Terror*) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

STARTING GEAR Gauss Flayer

FREE SKILL —

The reanimating backbone of every Necron dynasty — a cheap, slow, tireless construct that holds ground and refuses to stay down. Armed with a gauss flayer that strips armour on a telling hit, the Warrior is no monster; its worth is the return. It reanimates best of any body in a standard phalanx, rising on a 4+ and better still near an objective, so a line of Warriors becomes an anchor the enemy cannot clear. It never spirals — the chaff dies and rises but does not descend — yet it buys the board presence and the reanimation floor every dynasty needs to do its work.

Special Rules

- **Reanimation Protocols:** this fighter reanimates best of any in the gang — on a 4+, or 3+ near an objective — and through Their Number is Legion it stands back up harder than its cost suggests.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

ANNIHILATION BARGE

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	6	5	5	5	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Tesla Cannon — Turret arc (Crew)
- ♦ Gauss Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Annihilation Barge is the light gun-skimmer of the dynasties — a cheap, fast anti-grav platform that floats over broken ground and rakes massed infantry with sheets of arcing lightning. Its turret twin-links a tesla destructor whose bolts leap from body to body, so a single pass punishes a packed enemy line far harder than a lone hard target, while a hull-mounted gauss cannon adds an armour-stripping answer to anything better protected. It is thinly armoured for a war-engine and rides on five Hull Points, trading protection for the speed and reach a Skimmer buys; its quantum shielding turns aside the first telling blow rather than letting it dig in. This is the machine a dynasty fields when it wants tempo and volume without paying superheavy prices — one per gang, held back to flank and to hose down whatever masses in the open. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOM SCYT'HE

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Death Ray — Front arc (Crew)
- ◆ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Doom Scythe is the airspace-denial gunship of the dynasties — a pure interceptor built to own the sky above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming over the field at Low or High altitude and banking back for another firing pass. Its nose mounts a death ray that carves a killing line through everything beneath its flight path, gutting armour and war-engines in a single searing stroke, while a wing-fixed tesla destructor arcs lightning across softer targets on the same pass. Eight Hull Points and a strong handling let it survive the odd hit, but velocity and altitude are its real armour — the enemy it has already overflowed struggles to answer. A dynasty fields one to hunt what moves and deny the field its sky — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOMSDAY ARK

VEHICLE

✖ 240 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Death Ray — Turret arc (Crew)
- ♦ Gauss Flayer — Left arc (Crew)
- ♦ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Doomsday Ark is the mobile siege gun of the dynasties — a glass anti-armour skimmer built around a single, appalling weapon. Its turret carries a doomsday cannon whose beam is at its most terrible when the machine holds station: settled and stationary, it looses a killing line that carves open walkers, war-engines and fortification alike, while flank gauss flayers keep infantry off its hull. The trade is its fragility for a vehicle of its reach — seven Hull Points and skimmer-thin flanks mean it must fire from range and reposition before the enemy closes, its quantum shielding buying it the one hit it needs to survive to fire again. A dynasty fields one to answer the heaviest target on the field, holding it back as a positional threat rather than a brawler — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GHOST ARK

TRANSPORT

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Gauss Flayer — Left arc (Crew)
- ♦ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding
- ♦ Transport (6 fighters)

The Ghost Ark is the reliquary-barge of the phalanx — a durable anti-grav transport that carries a squad of Necron Warriors into the advance and mends them as it goes. Flank arrays of gauss flayers rake the enemy line to either side as it passes, but its true work is the cargo bay: it ferries up to six Warriors forward under quantum shielding, and its onboard repair-canoptics feed the dynasty's Reanimation Protocols, coaxing fallen passengers back onto their feet even as the machine rolls on. Seven Hull Points and thick facing armour let it push through fire that would gut a lighter skimmer, and its Skimmer locomotion carries it over the ruin that would bog a tracked hull. A dynasty fields one to keep the tide moving and refuse to let its line thin — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SCYTHE

TRANSPORT

× 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

- LOCOMOTION Flyer
- ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)
- MINIMUM MOVE Minimum move 10"
- TURN CAP tight (Interceptor)
- FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire
- FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides
- TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

◆ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

◆ 0-1 per gang

◆ Dimensional Corridor

The Night Scythe is the transport interceptor of the dynasties — an aircraft that never lands and never slows. It carries no Hover system, so it holds no station: it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass, its wing-fixed tesla destructor arcing lightning across whatever masses below. It delivers its cargo without ever setting down, disgorging up to six Necron fighters mid-flight through a Dimensional Corridor — a portal that folds them from the airframe onto the ground where they are needed. Eight Hull Points and a good handling let it weather the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A dynasty fields one to insert a squad deep and deny the sky at once — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

👤 GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Fold Space. At the start of any round, one friendly Nephrekh fighter may immediately make a free Translocate, folding up to 8" without spending its action this round. The corridor opens where the enemy did not think to watch.	ANY ROUND

12	The Corridor Opens. For the duration of this round, extend the Veiled Step aura of one friendly commander to 9", widening the corridor across the whole nearby line so more of the gang folds and dodges as one.	ANY ROUND
13	Deep Shimmer. Until the start of your next round, one nominated friendly fighter deepens its shimmer to -2 to be hit by ranged attacks, barely committing to being on the board at all.	ANY ROUND
14	Phase Ambush. This round, a friendly fighter that makes a Charge in the same activation it Translocated adds +1 to Hit on that charge, arriving out of the corridor already swinging.	ANY ROUND
15	Return Elsewhere. When a friendly Nephrekh fighter passes a Reanimation roll this round, it may be placed up to 6" from where it fell instead of 3", phasing further toward a safe node as its self-repair wakes.	REANIMATION
16	Blink. When an enemy declares a Charge against a friendly Nephrekh fighter, before the charge moves, that fighter may Translocate 6" away. If the charger can no longer reach it, the Charge is cancelled.	ENEMY CHARGE
21	The After Image. When an enemy targets a friendly un-Engaged Nephrekh fighter with a ranged attack this round, that attack suffers an additional -1 to Hit — the shot finding only the after-image the body left behind.	ENEMY SHOOTING
22	Fold The Line. At the start of any round, two friendly Nephrekh fighters may each immediately make a free Translocate, the whole line sliding sideways out of the enemy's guns at once.	ANY ROUND
23	Slip The Net. This round, one friendly fighter may make a Translocate action even though enemy fighters stand within 3" of its starting position, slipping free of a surround — though it must still end its move more than 3" from every enemy.	ANY ROUND
24	The Half Step. This round, one friendly fighter may make a free 4" Translocate that does not count as its Move; it may still Shoot or take another action in the same activation.	ANY ROUND
25	Corridor Strike. This round, a friendly fighter that makes a Translocate action may still Shoot after it arrives, the corridor opening straight onto a firing line the enemy left unguarded.	ANY ROUND
26	Elsewhere And Back. One friendly fighter that Translocates this round may, at the end of the round, make a second free Translocate back to within 3" of where it started — there, and gone again, before the enemy can answer either move.	ANY ROUND
31	The Veil Deepens. This round, one friendly fighter that does not move deepens its shimmer to -2 to be hit by ranged attacks until the start of your next round — holding perfectly still is what lets it commit least of all to being here.	ANY ROUND
32	Phase Shift. At the start of one friendly fighter's activation this round, it may immediately Translocate up to 8" and then take its full activation as normal, acting from its new position as though it had always stood there.	ANY ROUND
33	The Unfired Shot. When a friendly fighter is targeted by a ranged attack this round, before any dice are rolled it may shift up to 4", ignoring terrain; if this carries it out of the attacker's line of sight, the attack is wasted and the shot goes unfired.	ENEMY SHOOTING
34	Where You Fired. The first time each round an enemy shoots a friendly Nephrekh fighter and fails to take it Out of Action, that fighter may immediately make a free Translocate — it is never where the shot found it.	ANY ROUND

35	Ghostwalk. This round, one friendly fighter may move through terrain and enemy models freely as though they were not there, treating the battlefield as the suggestion the dynasty has always known it to be.	ANY ROUND
36	The Long Fold. This round, one friendly fighter's Translocate range is doubled to 16", opening a corridor clear across the board to a place the enemy thought was safe.	ANY ROUND
41	Vanishing Point. When an enemy targets a friendly un-Engaged fighter more than 12" away this round, the attacker gains no benefit from Aim against it and suffers an additional -1 to Hit — at distance, the body all but vanishes.	ENEMY SHOOTING
42	Return Of The Fallen. This round, one friendly Nephrekh fighter may re-roll a failed Reanimation roll, the fallen dragged back through the fold to fight again.	REANIMATION
43	The Corridor Between. During deployment, one friendly fighter may be held in reserve and Translocate onto the board at the start of round 1, arriving from a corridor no deployment map marked.	DEPLOYMENT
44	Shimmer Storm. Until the start of your next round, one nominated fighter and every friendly Nephrekh fighter within 3" of it keep the -1-to-be-hit shimmer even in a round in which they moved — a whole knot of the line dancing and dodging at once.	ANY ROUND
45	Fold Behind. This round, a friendly fighter that Translocates to a position behind an enemy — out of that enemy's front arc — adds +1 to Hit that enemy until the end of the round, striking from the one direction it never guarded.	ANY ROUND
46	The Untouched. Until the start of your next round, one nominated un-Engaged fighter cannot be targeted by ranged attacks made from more than 12" away — too unfixed in the world to range at distance.	ANY ROUND
51	Phase Recall. In the Recovery phase, one friendly Seriously Injured fighter may be moved up to 6" toward the nearest friendly fighter, recalled through the fold toward safer ground before the enemy can finish it.	RECOVERY
52	The Crypteks Veil. This round, one friendly fighter and one friendly fighter adjacent to it may both immediately redeploy to any point more than 6" from every enemy, carried clear together by the cryptek's veil.	ANY ROUND
53	Silent Passage. This round, a friendly fighter's Translocate does not trigger Overwatch or any enemy reaction fire — the passage is silent, and the enemy never sees the corridor open.	ANY ROUND
54	The Widening Gate. This round, friendly Nephrekh fighters within 6" of one nominated fighter may Translocate up to 12" rather than 8", the gate widening around it to carry the whole knot of the line further.	ANY ROUND
55	Flicker Fire. When a friendly fighter is targeted by a ranged attack this round, before any dice are rolled it may shift up to 2", ignoring terrain; if this moves it out of line of sight or into cover, the attack resolves against its new position.	ENEMY SHOOTING
56	The Space Between. This round, one friendly fighter adds 2" to its Move and ignores the first 2" of any difficult terrain it crosses, living in the space between the enemy's steps.	ANY ROUND
61	Ambush From Nowhere. This round, one friendly fighter that makes a Translocate action may immediately make a Charge action from its new position, striking out of a corridor the enemy never watched.	ANY ROUND

62	The Endless Corridor. This round, one friendly fighter may make its Translocate action twice rather than once — folding, acting, and folding again before the enemy can fix on either position.	ANY ROUND
63	Fold The Charge. When an enemy Charges a friendly Nephrekh fighter, one other friendly Nephrekh fighter within 8" may immediately make a free Translocate to within 1" of that combat, folding into the fight the instant the enemy commits to it.	ENEMY CHARGE
64	The Deathmarks Angle. This round, a friendly fighter that Shoots in the same activation it Translocated ignores the target's cover and adds +1 to Hit, firing from an angle the enemy left open when it turned to face the last threat.	ANY ROUND
65	Half Committed. This round, one friendly fighter that has not moved keeps the -1-to-be-hit shimmer even while Engaged in melee, never fully committing to the cut even as the blades fall.	ANY ROUND
66	The Far Step. This round, one nominated friendly fighter's Translocate may end anywhere on the battlefield, so long as it is more than 3" from every enemy — the corridor running as far as the dynasty has ever folded.	ANY ROUND

ALLIANCES

THE HUNTERS OF THE FOLD

ALLIANCE

WHO	a rival gang built to catch and hold — a fast melee gang or a template/reaction-fire line that has learned the named counter to the phase-raid (generic, chosen when the feud is struck, NEVER a fixed named gang)
MY ROLE	the phase-raid that this rival is built to pin — the feud runs cold: the hunters deploy to close the net, and Nephrekh fights to fold away
PHASE GATE	opens once a rival gang has caught a Nephrekh raid in melee or under templates in a prior battle (the grudge born of the one time the net held)
TERMS	campaign-only feud, NOT an alliance of aid: when the two gangs meet, the hunters deploy weighted toward fast/template bodies and gain a bonus to pin the phase-raiders (e.g. +1 to seize, or a free reserve move toward the Nephrekh line); Nephrekh gains a reputation bounty for extracting clean past them; NO shared roster — this is enmity, the map-level shape of the dynasty's named counter

The Hunters of the Fold are not an alliance but a feud, standing against a rival gang that has learned the Nephrekh's one true weakness — a fast melee line, or a template-and-reaction-fire force, built to catch the phase-raid and hold it where the shimmer collapses. The grudge is born the first time such a gang closes its net on a Nephrekh raid, pinning the Translocators in melee or under blast fire before they can fold clear. Thereafter, whenever the two forces meet, the hunters deploy weighted toward fast and template-heavy fighters and gain an edge in closing the distance — a bonus to seize the initiative, or a free reserve move toward the Nephrekh line. A Nephrekh gang that extracts clean past them earns a reputation bounty for the passage. No roster is shared and no aid is lent; this is pure enmity, the map-level shape of the dynasty's named counter. The rival is chosen when the feud is struck and is never a fixed named gang — only whichever force has proven it can hold the fold shut.

WHO	another Necron dynasty House of the same machine-lineage — a Mephrit, Destroyer Cult, Novokh or Nihilakh House (any such House; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	necrons
MY ROLE	the phase-raid that shares the Common Core hire pool — Nephrekh lends and borrows the shared Necron agents (Dynastic Agents, Cryptek-adepts) and the machine-lineage's phase and reanimation support, a phalanx-of-phalanxes bond rather than a cross-species pact
PHASE GATE	opens on a contested world once Nephrekh and a sibling dynasty House both hold ground there (a local phase before Endgame)
TERMS	campaign-only machine-lineage pact: the two Houses share the Necron Common Core Hired-Gun / agent pool and phase / reanimation support for a campaign benefit; NO cross-House fighters enter either gang's normal-battle roster — this is a lineage bond struck between battles, not a combined gang; the partner House's own campaign heart authors the mirror from its side

The Machine-Lineage Bond is a pact struck between two Houses of the same Necron machine-lineage — Nephrekh and a sibling dynasty holding the same contested world, be it a Mephrit, Novokh, Nihilakh or Destroyer Cult House. It is a phalanx-of-phalanxes bond, not a cross-species alliance: the two Houses share the Necron Common Core hire pool, lending and borrowing the Dynastic Agents and Cryptek-adepts and the phase and reanimation support that all dynasties draw upon. The bond opens once both Houses hold ground on the same world, in a local phase before the Endgame, and grants a campaign benefit drawn from that shared pool. No fighter crosses into the other's normal-battle roster — this is a lineage bond struck between battles, not a combined gang, and the partner House's own campaign heart authors the mirror of the pact from its side. The sibling is chosen when the pact is struck and is never a fixed named House.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
6	A Crypteks Passage. The Dolmen-Gate cryptek-adepts, the phase-shrine tenders who keep the tomb-world corridors open, open a passage for you. Once during your next battle, one nominated fighter may make a free Translocate without spending its action — the adepts hold the seam open just long enough for a single warrior to step through it unbidden.	THE DOLMEN-GATE CRYPTEK-ADEPTS (THE PHASE-SHRINE TENDERS WHO KEEP THE TOMB-WORLD CORRIDORS OPEN)

7	A Loaned Phase Crystal. The Dolmen-Gate cryptek-adepts, who bank the dynasty's translocation relics, loan you a phase-crystal for a single battle. For your next battle only, one nominated fighter carries it, and once may either grant every friendly Nephrekh fighter a free Translocate at the same moment, or deepen its own shimmer to -2 to be hit for one round. Afterwards the crystal is returned to the shrine.	THE DOLMEN-GATE CRYPTEK-ADEPTS (THE PHASE-SHRINE TENDERS WHO BANK THE DYNASTY'S TRANSLOCATION RELICS)
8	The Veilstep Charm. The Dolmen-Gate cryptek-adepts thread the far-strider glyphs into one fighter's necrodermis for the coming fight. For your next battle, one nominated fighter's Translocate range increases to 12", and when it folds away from the enemy it ignores the restriction that a Translocate must end more than 3" from every foe. The charm is spent when the battle ends.	THE DOLMEN-GATE CRYPTEK-ADEPTS (WHO THREAD THE FAR-STRIDER GLYPHS INTO A FIGHTER'S NECRODERMIS)
9	The Shimmer Weave. The Dolmen-Gate cryptek-adepts weave a phase-lattice into a raider's frame for the coming fight. For your next battle, once, one nominated fighter may keep the -1-to-be-hit shimmer for a round even while Engaged in melee — the body refusing to fully commit even in the cut. The weave unravels when the battle ends.	THE DOLMEN-GATE CRYPTEK-ADEPTS (WHO WEAVE A PHASE-LATTICE INTO A RAIDER'S FRAME)
10	A Deep Corridor. The Dolmen-Gate cryptek-adepts open a deep passage before the raid begins. For your next battle, one nominated fighter may be held in reserve and Translocate onto the board at the start of round 1, arriving from a corridor no deployment map marked — already behind the line the enemy set to meet you.	THE DOLMEN-GATE CRYPTEK-ADEPTS (WHO OPEN A DEEP PASSAGE BEFORE THE RAID BEGINS)
11	The Far Steps Blessing. The phase-lords of the Far Step, the dynasty's deepest translocators, bless one commander's corridor. For your next battle, one nominated Leader or Champion carries a deeper fold: its Veiled Step aura extends to 9", and friendly Nephrekh fighters within it may Translocate up to 12" rather than 8". The blessing fades when the battle ends.	THE PHASE-LORDS OF THE FAR STEP (THE DYNASTY'S DEEPEST TRANSLOCATORS, WHO BLESS A LEADER'S CORRIDOR)
12	The Gate Opens Wide. The phase-lords of the Far Step grant their rarest blessing whole to the gang. Once during your next battle, every friendly Nephrekh fighter may immediately make a free Translocate at the same moment — the entire line folding space together as though it carried the Aeonic Phase-Crystal. Bait the enemy onto where your gang was, then fold the whole force clear, or fold it onto them.	THE PHASE-LORDS OF THE FAR STEP (THE DYNASTY'S DEEPEST TRANSLOCATORS — THE RAREST BLESSING, GRANTED WHOLE TO THE GANG)

☠ SUB-PLOTS

✂ THE DEEPENING SHIMMER

SUB-PLOT

Reward: For the rest of the campaign, once per battle the gang may deepen one fighter's shimmer to -2 to be hit for one round, for free (as the Aeonic Phase-Crystal's second mode, without the relic). The dynasty has learned to commit even less to being here. This sub-plot can be claimed only once per campaign.

When your gang has ended three separate battles across the campaign having lost no fighter to a ranged attack while it was un-Engaged — the shimmer holding, the line never shot down at range — the dynasty has learned to commit even less to being here. For the rest of the campaign, once per battle you may deepen one fighter's shimmer to -2 to be hit by ranged attacks for one round, for free, exactly as the Aeonic Phase-Crystal's second mode but without the relic. This sub-plot can be claimed only once per campaign.

✂ THE LEDGER OF PASSAGES

SUB-PLOT

Reward: Once per battle for the rest of the campaign, the gang may set one fighter in reserve and Translocate it onto the board at the start of round 1, for free (as the Deep Corridor favour, but permanent). The dynasty's corridors now reach the field before the battle begins. This sub-plot can be claimed only once per campaign.

Once your gang has extracted fighters off a board edge after striking an objective in three separate battles — three corridors walked and closed, logged to the Far Step's ledger — the dynasty's passages begin to reach the field before the fight does. For the rest of the campaign, once per battle you may set one fighter in reserve and Translocate it onto the board at the start of round 1, for free, as the Deep Corridor favour made permanent. This sub-plot can be claimed only once per campaign.

☠ LEGENDARY NAMES

✂ THE FAR STEP

OVERLORD

XP cost (random): 6

XP cost (chosen): 12

An Overlord — a named phylarch of folded space, the deepest translocator the dynasty has known. This name is taken for 6 Experience rolled at random, or 12 chosen. While The Far Step is on the board, its Veiled Step aura extends to 9" and friendly Nephrekh fighters within it may Translocate up to 12" rather than 8"; once per battle, The Far Step may itself Translocate the full length of the board as a free action. But it is only ever half here: it can never hold or contest an objective, unable to remain still enough to claim ground, and if it ends a round Engaged in melee it must Translocate away at the start of its next activation if able — even when the player would rather it stayed.

✧ THE ONE WHO RETURNS

LORD

XP cost (random): 5

XP cost (chosen): 10

A Lord — a named phase-section leader whose strikes come from the space that was not there. This name is taken for 5 Experience rolled at random, or 10 chosen. The One Who Returns may use Phase-Strike — Translocate, then immediately Charge — even without the skill, and adds +1 to Hit on that charge. Once per battle, if it is taken Out of Action, roll a D6: on a 4 or higher it phases home instead, recovering and being placed within 6" of where it fell, in addition to any Reanimation. Yet it is bound to the strike: it must Charge or make a ranged attack every round an enemy is in reach or range, and may never simply hold position — the phase-lord that stops striking begins to fade, and the dynasty will not follow a Lord who merely waits.

✧ THE UNSEEN BLADE

DEATHMARK OR TOMB BLADE

XP cost (random): 4

XP cost (chosen): 8

A Deathmark or Tomb Blade — a named phase-raider who is never counter-battered, never quite located. This name is taken for 4 Experience rolled at random, or 8 chosen. The Unseen Blade may make a free Translocate immediately after it Shoots, every round, leaving its firing nest empty for the counter-fire; and while it has not been Engaged this round, enemies suffer an additional -1 to Hit it, stacking with the shimmer to -2. But it trusts nothing but the fold: it can never benefit from friendly cover, aura or support-fighter effects, fighting always half a corridor from the rest of the line, and if it is ever Engaged in melee it fights at -1 to all its rolls until it breaks free.

☠ TERRAIN

✧ THE CONVERGENCE OF DOMINION

TERRAIN

The Convergence of Dominion is the shared Necron fortification — three linked Starstele that are the battlefield-scale sibling of the Dynastic Stele, inherited from the Common Core and fielded by every Necron House. A gang may field only one. The controlling gang deploys the three linked Starstele in or near its deployment zone, projecting the dynasty's dominion over the ground they enclose. Within that area, friendly Necron fighters gain a battlefield-scale leadership and nerve anchor, reinforcing the auto-steady Nerve that Robotic already grants. It is a stronghold asset — a piece of the battlefield, not a fighter of the gang.

The Dolmen Gate is a tomb-world translocation node, an arch of living metal that folds space between battles, its cryptek-adepts keeping the corridors open. A gang that holds the Dolmen Gate as a campaign territory draws no credits from it, for the Necrons do not trade; instead it works the fold. Between battles the gang may re-roll one failed post-battle recovery roll — a fighter folded to safety before its injury could set — and one fighter may skip a Convalescence result by phasing home through the node. In a battle fought over the Gate's own tomb-ground, once per game the controlling gang may Translocate one fighter the full length of the board.

THE CLOSING NET

SCENARIO

ATTACKER	the opposing gang (the net-closers — deployed to surround, pin, and hold the phase-raiders before they can extract)
DEFENDER	the Nephrekh Dynasty (caught deep in enemy ground, fighting to fold its way back out through the closing net)
DEPLOY	the Nephrekh deploy in a tight cluster near the centre (a raid that pushed too far); the enemy deploys in an encircling ring around them, weighted toward fast and template-heavy fighters, with the board edges as the Nephrekh escape lines
OBJECTIVE	the Nephrekh win by extracting the gang through the net; the enemy wins by holding the raiders inside the ring until they are broken
VICTORY	the Nephrekh win if they move 4+ fighters off any board edge before the end of the game; the enemy wins if it keeps 3+ Nephrekh fighters Engaged in melee at the end of any two separate rounds, OR takes 4+ Nephrekh fighters Out of Action
REWARDS	the Nephrekh that escape log the passage as a legend of extraction (a milestone toward the ledger); the enemy gains reputation for closing the net on a gang that is never where you fired
CONTROL TRACK	a Nephrekh win holds its Control-Track marker and marks the district as one it can raid and leave at will; an enemy win advances the enemy's claim by one step (the net held, and the Translocators bled getting free)

A Nephrekh raid has pushed too deep, and the enemy has closed the ring before the corridor could open. The Translocators must fold their way back out through a tightening net.

ATTACKER The opposing gang — the net-closers, deployed to surround, pin and hold the phase-raiders before they can extract.

DEFENDER The Nephrekh Dynasty, caught deep in enemy ground and fighting to fold its way clear.

DEPLOYMENT The Nephrekh deploy in a tight cluster near the centre of the board — a raid that pushed too far. The enemy deploys in an encircling ring around them, weighted toward fast and template-heavy fighters. The board edges are the Nephrekh escape lines.

OBJECTIVE The Nephrekh must extract the gang through the net. The enemy must hold the raiders inside the ring until they are broken.

ENDING THE BATTLE The battle ends when the Nephrekh have moved their surviving fighters off the board, or when the enemy has broken the raid.

VICTORY The Nephrekh win if they move four or more fighters off any board edge before the end of the game. The enemy wins if it keeps three or more Nephrekh fighters Engaged in melee at the end of any two separate rounds, or takes four or more Nephrekh fighters Out of Action.

REWARDS Each Nephrekh fighter that escapes logs the passage as a legend of extraction, a milestone toward the Far Step's ledger. The enemy gains reputation for closing the net on a gang that is never quite where its foe fired.

CONTROL TRACK A Nephrekh victory holds the Control-Track marker and marks the district as one the dynasty can raid and leave at will. An enemy victory advances the enemy's claim by one step — the net held, and the Translocators bled getting free.

ATTACKER	the Nephrekh Dynasty (the phase-raiders — they materialise, strike a target, and must extract before the counter lands)
DEFENDER	the opposing gang (holding ground it must protect while trying to catch and hold the raiders before they fold away)
DEPLOY	the defender sets up around a fixed objective (a cache, a captive, a shrine) near the centre; the Nephrekh deploy at the board edges or in reserve to Translocate in, their Deathmarks and Tomb Blades free to open the corridors
OBJECTIVE	the Nephrekh win by striking the objective and extracting; the defender wins by pinning the raiders in melee or destroying them before they can leave
VICTORY	the Nephrekh win if they interact with the central objective and then move 3+ fighters off their own board edge before the end of the game; the defender wins if it takes 3+ Nephrekh fighters Out of Action, OR if at the end of the game the objective has not been struck-and-extracted
REWARDS	the Nephrekh log the passage walked toward the Far Step's ledger (a corridor-opened milestone, not credits); the defender gains reputation for holding the ground against a phase-raid
CONTROL TRACK	a Nephrekh win advances its Control-Track claim on the district by one step (the raid proved the ground is theirs to reach into at will); a defender win holds the marker where it stands and marks the district as one the Translocators struck but could not keep

The Nephrekh materialise, strike a held objective, and must fold away before the counter-attack lands. The defender must catch the raiders before the corridor closes.

ATTACKER The Nephrekh Dynasty — the phase-raiders, who materialise, strike a target and extract before the counter lands.

DEFENDER The opposing gang, holding ground it must protect while trying to catch and hold the raiders before they fold away.

DEPLOYMENT The defender sets up around a fixed objective — a cache, a captive, a shrine — near the centre of the board. The Nephrekh deploy at the board edges or in reserve to Translocate in, their Deathmarks and Tomb Blades free to open the corridors.

OBJECTIVE The Nephrekh must strike the objective and extract. The defender must pin the raiders in melee or destroy them before they can leave.

ENDING THE BATTLE The battle ends when the Nephrekh have struck the objective and extracted, or when the raid is broken.

VICTORY The Nephrekh win if a fighter interacts with the central objective and they then move three or more fighters off their own board edge before the end of the game. The defender wins if it takes three or more Nephrekh fighters Out of Action, or if the objective has not been struck and extracted from by the end of the game.

REWARDS The Nephrekh log the passage walked toward the Far Step's ledger — a corridor opened, not credits earned. The defender gains reputation for holding the ground against a phase-raid.

CONTROL TRACK A Nephrekh victory advances the dynasty's Control-Track claim on the district by one step — the raid proved the ground is theirs to reach into at will. A defender victory holds the marker where it stands and marks the district as one the Translocators struck but could not keep.



NECRONS · HOUSE DOSSIER

NIHILAKH DYNASTY

The defensive objective-holding line

The Nihilakh Dynasty measure the galaxy by what was theirs before the stars were young, and they mean to take it back — not swiftly, not cleverly, but inevitably. They are the Eternal Conquerors, the immovable object of the tomb-worlds: a defensive objective-control House that does not manoeuvre so much as arrive, plant itself on the ground it claims, and refuse to be moved from it. Where other dynasties advance, Nihilakh roots.

A Nihilakh gang is a deep holding-line — massed Warriors and Immortals behind a Lychguard wall, a repair-Cryptek keeping them upright, an Overlord anchoring the whole. Its weapon is held ground. This House is the showcase of Reanimation Protocols, the durability dynasty turned to its loudest: the closer a fighter stands to the ground its gang controls, the better it rises, again and again, on the spot it will not surrender. In the open it is an ordinary, slow Necron line; on an objective it holds, it becomes unbreakable.

The line is not fast and it is not everywhere. It cannot be pushed off, so it must be out-paced or overwhelmed — the ground it does not stand on won elsewhere, or the bodies it does stand on cleared in one committed stroke. Short of that, the Nihilakh do not break. They do not retreat. They are simply, coldly, still there.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default)
- ♦ Exactly 1 Leader (Overlord)
- ♦ 0-2 Champions (Lord / Cryptek)
- ♦ Warriors and Immortals are the core reclaiming Gangers — the deepest line of the signature dynasties
- ♦ 0-2 Lychguard (the wall), 0-2 Deathmarks, 0-1 Brute
- ♦ Firm backbone (leaned heavy): Gangers $\geq$ Leaders + Champions; the showcase wants bodies on the ground
- ♦ The Reclamation Code and Reanimation Protocols are inherent to every fighter — there is no separate pool to buy
- ♦ Necrons carry no grenades (an identity tell, not a gap); loadouts largely inherent
- ♦ C'tan support-roster only (one-per-gang, cannot carry the Nihilakh keyword)

A starting Nihilakh gang is built from 1500 credits. It fields exactly one Leader — an Overlord, the Eternal Lord who anchors the line — and up to two Champions drawn from the Lord and the Cryptek. Necron Warriors and Immortals form the core of Gangers: Nihilakh fields the deepest reclaiming line of the dynasties, and the showcase wants bodies on the ground. The controlling player may add up to two Lychguard to wall a chosen objective, up to two Deathmarks to screen the approaches, and up to one Canoptek Brute; a C'tan Shard may be fielded only from the support roster.

The backbone rule is held firm and leaned heavy: Gangers must at least equal the count of Leaders and Champions, and the holding-line is expected to run deeper still. Immortal and Lychguard specialist slots open with Reputation as the hold grows entrenched. Necron loadouts are largely inherent — the gun is part of the body — so a gang's shape is decided by which bodies it commits and which field-saves and reclamation relics they carry, not by weapon swaps. The gang carries no grenades: these are machines of gauss and tesla, not thrown explosives, an identity of the dynasty rather than a gap in its kit.

👤 GANG RULES

✂ THE EVERLIVING WATCH

GANG RULE

The Everliving Watch is the command aura an Overlord or Lord projects across the held ground — the Eternal Lord's will made into a boundary the line cannot be pushed across. While a friendly Nihilakh fighter is within 6" of the commander and within 3" of an objective the gang controls, it gains the never-yield clause: it cannot be moved or forced off that objective by any enemy rule, and it automatically passes Nerve tests. It also adds 1 to its Reanimation rolls, so the dead around the Lord rise surer than the dead anywhere else on the field.

The aura roots the line rather than driving it. It reaches only as far as the commander stands from the ground it defends, and it does nothing for a fighter caught in the open — so the Lord is placed where the hold matters and stays there. Where the Eternal Lord watches, the ground does not change hands and the fallen do not stay down.

✂ THE RECLAMATION

GANG RULE

The Reclamation is the Nihilakh Code — the ancient claim made mechanical, the passive law that turns a slow line into an immovable one on ground it owns. While a Nihilakh fighter is within 3" of an objective its gang controls, three things become true of it at once. Its Reanimation value improves by 1, so a Warrior that would rise on a 3+ instead rises on a 2+, and better still where an aura layers upon it. It gains never-yield: it cannot be moved, pushed, or forced to Retreat off the objective by any enemy rule, and it automatically passes Nerve tests, beyond even the steadiness the machine already carries. And the line may advance-and-act, moving onto fresh objectives and still striking in the same round.

None of this holds in the open. Off ground the gang controls, a Nihilakh fighter is an ordinary Necron — slow, and no harder to shift than any other. The Code is local by nature: the way past it is to win the objectives the line does not stand on, or to unmake the bodies that do stand on it so completely that none can rise — an overkill, a Coup de Grace, a disintegrating flame that denies the Reanimation roll outright. Short of that, the claimed ground stays claimed.

FIGHTERS

NECRON WARRIOR

GANGER

✖ 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	1	4+	1	7+	6+	6+	8+

SAVE 4+

SPECIAL RULES **Reanimation Protocols** (*reanimates BEST — 4+ (3+ near an objective); Their Number is Legion*)

Robotic (*auto-steady Nerve; never Pinned; immune to Fear and Terror*) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

STARTING GEAR Gauss Flayer

FREE SKILL —

The reanimating backbone of every Necron dynasty — a cheap, slow, tireless construct that holds ground and refuses to stay down. Armed with a gauss flayer that strips armour on a telling hit, the Warrior is no monster; its worth is the return. It reanimates best of any body in a standard phalanx, rising on a 4+ and better still near an objective, so a line of Warriors becomes an anchor the enemy cannot clear. It never spirals — the chaff dies and rises but does not descend — yet it buys the board presence and the reanimation floor every dynasty needs to do its work.

Special Rules

- **Reanimation Protocols:** this fighter reanimates best of any in the gang — on a 4+, or 3+ near an objective — and through Their Number is Legion it stands back up harder than its cost suggests.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

VEHICLES

ANNIHILATION BARGE

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	6	5	5	5	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Tesla Cannon — Turret arc (Crew)
- ♦ Gauss Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Annihilation Barge is the light gun-skimmer of the dynasties — a cheap, fast anti-grav platform that floats over broken ground and rakes massed infantry with sheets of arcing lightning. Its turret twin-links a tesla destructor whose bolts leap from body to body, so a single pass punishes a packed enemy line far harder than a lone hard target, while a hull-mounted gauss cannon adds an armour-stripping answer to anything better protected. It is thinly armoured for a war-engine and rides on five Hull Points, trading protection for the speed and reach a Skimmer buys; its quantum shielding turns aside the first telling blow rather than letting it dig in. This is the machine a dynasty fields when it wants tempo and volume without paying superheavy prices — one per gang, held back to flank and to hose down whatever masses in the open. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOM SCYT'HE

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Death Ray — Front arc (Crew)
- ◆ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Doom Scythe is the airspace-denial gunship of the dynasties — a pure interceptor built to own the sky above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming over the field at Low or High altitude and banking back for another firing pass. Its nose mounts a death ray that carves a killing line through everything beneath its flight path, gutting armour and war-engines in a single searing stroke, while a wing-fixed tesla destructor arcs lightning across softer targets on the same pass. Eight Hull Points and a strong handling let it survive the odd hit, but velocity and altitude are its real armour — the enemy it has already overflowed struggles to answer. A dynasty fields one to hunt what moves and deny the field its sky — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOMSDAY ARK

VEHICLE

✖ 240 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Death Ray — Turret arc (Crew)
- ♦ Gauss Flayer — Left arc (Crew)
- ♦ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Doomsday Ark is the mobile siege gun of the dynasties — a glass anti-armour skimmer built around a single, appalling weapon. Its turret carries a doomsday cannon whose beam is at its most terrible when the machine holds station: settled and stationary, it looses a killing line that carves open walkers, war-engines and fortification alike, while flank gauss flayers keep infantry off its hull. The trade is its fragility for a vehicle of its reach — seven Hull Points and skimmer-thin flanks mean it must fire from range and reposition before the enemy closes, its quantum shielding buying it the one hit it needs to survive to fire again. A dynasty fields one to answer the heaviest target on the field, holding it back as a positional threat rather than a brawler — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GHOST ARK

TRANSPORT

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Gauss Flayer — Left arc (Crew)
- ◆ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Quantum Shielding
- ◆ Transport (6 fighters)

The Ghost Ark is the reliquary-barge of the phalanx — a durable anti-grav transport that carries a squad of Necron Warriors into the advance and mends them as it goes. Flank arrays of gauss flayers rake the enemy line to either side as it passes, but its true work is the cargo bay: it ferries up to six Warriors forward under quantum shielding, and its onboard repair-canoptics feed the dynasty's Reanimation Protocols, coaxing fallen passengers back onto their feet even as the machine rolls on. Seven Hull Points and thick facing armour let it push through fire that would gut a lighter skimmer, and its Skimmer locomotion carries it over the ruin that would bog a tracked hull. A dynasty fields one to keep the tide moving and refuse to let its line thin — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SCYTHE

TRANSPORT

× 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ◆ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Dimensional Corridor

The Night Scythe is the transport interceptor of the dynasties — an aircraft that never lands and never slows. It carries no Hover system, so it holds no station: it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass, its wing-fixed tesla destructor arcing lightning across whatever masses below. It delivers its cargo without ever setting down, disgorging up to six Necron fighters mid-flight through a Dimensional Corridor — a portal that folds them from the airframe onto the ground where they are needed. Eight Hull Points and a good handling let it weather the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A dynasty fields one to insert a squad deep and deny the sky at once — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Stake The Claim. Stake the Claim. Play in any round. Choose a friendly fighter; until the start of your next round, a point within 3" of it counts as an objective your gang controls. Bare ground becomes the dynasty's by right, and the reclaiming line has somewhere new to root.	ANY ROUND

12	The Line Holds. The Line Holds. Play in any round. Choose a friendly fighter standing on an objective your gang controls; until the start of your next round it gains never-yield — it cannot be moved or forced off that ground — and adds +1 to its Reanimation rolls, even with no commander's aura near it. The line holds itself.	ANY ROUND
13	Reclaim And Fire. Reclaim and Fire. Play in any round. Choose a friendly fighter; it immediately makes a free Move action onto or within 3" of an objective your gang controls, and may then still make a Shoot action this round. The phalanx reclaims fresh ground and answers with its guns in the same breath.	ANY ROUND
14	Eternal Vigil. Eternal Vigil. At the start of the round, one friendly Champion projecting The Everliving Watch extends its aura to 9" until the start of your next round. The Eternal Lord's watch reaches wider over the held ground, and the line beneath it stands surer.	START OF ROUND
15	Rise Where You Stand. Rise Where You Stand. Play in any round. Re-roll a single failed Reanimation roll for a friendly fighter within 3" of an objective your gang controls. The dead get up again on the very spot they refused to surrender.	ANY ROUND
16	Unmoved. Unmoved. Play in any round. Until the start of your next round, any enemy that Charges a friendly fighter standing on an objective your gang controls fights at -1 to Hit. The anvil does not flinch from the blow.	ANY ROUND
21	Hold The Ground. Hold the Ground. Play in any round. Choose a friendly fighter within 3" of an objective your gang controls; until the start of your next round it cannot be forced to Retreat or fall back and automatically passes Nerve tests. It stays exactly where it stands.	ANY ROUND
22	The Anchor Sets. The Anchor Sets. At the start of the round, choose a friendly fighter on an objective your gang controls; until the start of your next round it cannot be moved, pushed or knocked back by any effect. The anchor sets, and the line forms around it.	START OF ROUND
23	Dig In. Dig In. Play in any round. A friendly fighter within 3" of an objective your gang controls digs into the held ground; until the start of your next round, enemy ranged attacks against it are at -1 to Hit. The line sinks into the earth it claims.	ANY ROUND
24	The Reclamation Deepens. The Reclamation Deepens. At the start of the round, choose an objective your gang controls; until the start of your next round, friendly fighters within 3" of it add +1 to their Reanimation rolls, beyond the Code's usual boost. The claim runs deeper into the ground.	START OF ROUND
25	Unbroken Line. Unbroken Line. Play in any round. While two or more friendly fighters are within 3" of the same objective your gang controls, none of them may be forced to Retreat or fall back until the start of your next round. The line does not part where it stands together.	ANY ROUND
26	The Wall Answers. The Wall Answers. Play as a Reaction when an enemy declares a Charge against a friendly fighter within 3" of an objective your gang controls. That fighter immediately makes one free attack against the charger before blows are struck. The wall answers first.	REACTION
31	No Backward Step. No Backward Step. Play in any round. Until the start of your next round, no friendly fighter within 3" of an objective your gang controls may be made to Retreat, fall back, or be moved off it, and each automatically passes Nerve tests. There is no backward step from claimed ground.	ANY ROUND
32	The Dead Rise Again. The Dead Rise Again. Play in any round. Until the end of the round, friendly fighters taken Out of Action within 3" of an objective your gang controls make their Reanimation rolls with +1. What the enemy clears from the held ground, the ground gives back.	ANY ROUND

33	Root The Line. Root the Line. At the start of the round, choose a friendly fighter; until the start of your next round, friendly fighters within 3" of it count as standing on an objective your gang controls for the Reclamation Code. The chosen body becomes the root the line holds to.	START OF ROUND
34	Claim The Breach. Claim the Breach. Play in any round. A friendly fighter that ends a Move within 1" of an uncontrolled objective, or one the enemy controls, immediately contests it; if no enemy fighter is within 1" of it, your gang takes control of it. The breach is claimed as ground to be held.	ANY ROUND
35	The Warden Wakes. The Warden Wakes. Play in any round. Choose a friendly Champion; until the start of your next round it projects The Everliving Watch as though it carried the skill. The warden wakes to root the held ground, and the line around it will not yield.	ANY ROUND
36	Immovable. Immovable. Play as a Reaction when a friendly fighter within 3" of an objective your gang controls would be moved, pushed or knocked back by an enemy effect. Ignore that movement entirely. It does not move, because it will not.	REACTION
41	Grind Them Down. Grind Them Down. Play in any round. Until the start of your next round, enemy fighters Engaged with a friendly fighter standing on an objective your gang controls suffer -1 to Hit in melee. The anvil grinds down whatever breaks upon it.	ANY ROUND
42	The Ground Remembers. The Ground Remembers. At the start of the round, choose an objective your gang controls; it remains under your control until the end of the round even if no friendly fighter is within range of it, so long as one was when this was played. The ground remembers whose it is.	START OF ROUND
43	Hold Or Be Unmade. Hold or Be Unmade. Play in any round. Choose a friendly fighter within 3" of an objective your gang controls; until the start of your next round it reduces the Damage of each hit allocated to it by 1, to a minimum of 1. It holds the ground, or it is unmade upon it.	ANY ROUND
44	The Steles Answer. The Stele's Answer. At the start of the round, if your gang controls an objective staked by a Dynastic Reclamation-Stele, or a friendly fighter carries a Reclamation Beacon, friendly fighters within 3" of it add +1 to their Reanimation rolls until the start of your next round. The dynasty's own markers answer the line.	START OF ROUND
45	Reclaim The Fallen. Reclaim the Fallen. At the end of the round, choose one friendly fighter taken Out of Action within 3" of an objective your gang controls; it makes an immediate additional Reanimation roll. The ground reclaims its own before the round is closed.	END OF ROUND
46	The Slow Advance. The Slow Advance. Play in any round. Each friendly fighter may immediately make a free Move action of up to 3", but only toward the nearest objective. The line comes on slowly, inexorably, and it does not stop.	ANY ROUND
51	The Anvil Holds. The Anvil Holds. Play in any round. Until the start of your next round, a friendly fighter standing on an objective your gang controls ignores all Knockback and cannot be made to Retreat. The anvil holds exactly where it is set.	ANY ROUND
52	Deathless Hold. Deathless Hold. Play in any round. Re-roll the first failed Reanimation roll made by a friendly fighter within 3" of an objective your gang controls this round. The hold does not die easily, and its dead do not stay down.	ANY ROUND
53	The Claim Endures. The Claim Endures. At the start of the round, every objective your gang controls remains under your control until the end of the round, regardless of enemy contest. The claim endures the round out, whatever moves against it.	START OF ROUND

54	Stand And Reanimate. Stand and Reanimate. At the end of the round, each friendly fighter that is Prone and Pinned within 3" of an objective your gang controls may immediately stand and become Standing and Active. It rises where it stands, back onto the ground it will not leave.	END OF ROUND
55	The Eternal Watch. The Eternal Watch. Play in any round. Until the start of your next round, The Everliving Watch aura of each friendly Champion also reaches every objective your gang controls, granting its never-yield and +1 Reanimation to friendly fighters within 3" of those objectives, wherever the Champion stands. For a round, the watch covers all the held ground at once.	ANY ROUND
56	Unyielding Ground. Unyielding Ground. Play as a Reaction when an enemy effect would move a friendly fighter off an objective your gang controls. The fighter stays where it is, and the effect fails against it. The ground does not yield what stands upon it.	REACTION
61	The Last Inch. The Last Inch. Play in any round. A friendly fighter within 1" of an objective may make a free 1" Move to reach and control it, even while Engaged. The last inch of ground is taken, and then it is held.	ANY ROUND
62	The Tomb Answers. The Tomb Answers. At the start of the round, if your gang controls no objective, choose the nearest uncontrolled objective; it counts as an objective your gang controls until the end of the round. The tomb-world answers the wardens who never let it go.	START OF ROUND
63	Reclaim The Node. Reclaim the Node. Play in any round. A friendly fighter in base contact with an objective the enemy controls flips it to your control immediately, provided no enemy fighter is also in base contact with it. The node is reclaimed for the line.	ANY ROUND
64	The Line That Will Not Break. The Line That Will Not Break. At the start of the round, until the start of your next round, friendly fighters within 3" of an objective your gang controls automatically pass Nerve tests and cannot be Broken. The line will not break while it holds the ground.	START OF ROUND
65	The Conquerors Patience. The Conqueror's Patience. At the end of the round, if your gang controls the same objectives it held at the start of the round, choose one friendly fighter within 3" of one of them; it may re-roll one failed Reanimation roll on its next activation. Patience holds the ground, and the ground rewards it.	END OF ROUND
66	The Ground Is Ours. The Ground Is Ours. At the start of the round, until the start of your next round, every objective within 6" of a friendly fighter counts as an objective your gang controls, and friendly fighters within 3" of such an objective gain never-yield and +1 to Reanimation. For one round, all the near ground is the dynasty's.	START OF ROUND

THE MACHINE LINEAGE BOND

ALLIANCE

WHO	another Necron dynasty House of the same machine-lineage — a Mephrit, Nephrekh, Novokh or Destroyer Cult House (any such House; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	necrons
MY ROLE	the immovable hold that shares the Common Core hire pool — Nihilakh lends and borrows the shared Necron agents (Dynastic Agents, Cryptek-adepts) and the machine-lineage's reanimation support, a phalanx-of-phalanxes bond rather than a cross-species pact; a shared-ground joint hold
PHASE GATE	opens on a contested world once Nihilakh and a sibling dynasty House both hold ground there (a local phase before Endgame)
TERMS	campaign-only machine-lineage pact: the two Houses share the Necron Common Core Hired-Gun / agent pool and reanimation support for a campaign benefit; NO cross-House fighters enter either gang's normal-battle roster — this is a lineage bond struck between battles, not a combined gang; the partner House's own campaign heart authors the mirror from its side

The Nihilakh do not ally across species — they ally across the machine-lineage. When another Necron dynasty House holds ground on the same contested world, a phalanx-of-phalanxes bond may be struck: not a Mephrit, Nephrekh, Novokh or Destroyer Cult gang by name, but whichever sibling dynasty shares the field when the pact is made. The bond opens only once both Houses hold ground there, a local accord reached before the world's endgame.

The terms are a campaign alliance, not a combined gang. The two Houses share the Necron Common Core hire pool — the Dynastic Agents and Cryptek-adepts of the shared lineage — and lend one another the reanimation support that keeps their lines standing, for a campaign benefit reckoned between battles. No fighter of either House enters the other's normal-battle roster; this is a lineage struck in the tomb-dark, one wall reinforcing another, and the partner House authors the mirror of it from its own side.

WHO	a rival gang built to break a hold — a mobile objective-flipper or an overkill line (flamers, Coup de Grace, mass Damage) that has learned the named counter to the immovable phalanx (generic, chosen when the feud is struck, NEVER a fixed named gang)
MY ROLE	the immovable line this rival is built to out-tempo or overkill — the feud runs cold: the breakers refuse the grind and win elsewhere, or bring enough overkill to clear the held ground, and Nihilakh fights to hold
PHASE GATE	opens once a rival gang has either out-pointed a Nihilakh hold by flipping the objectives it could not cover, or overkilled a held Nihilakh position, in a prior battle (the grudge born of the one time the anvil was beaten)
TERMS	campaign-only feud, NOT an alliance of aid: when the two gangs meet, the breakers deploy weighted toward fast objective-runners or overkill weapons and gain a bonus to contest the uncovered objectives or to deny Reanimation (e.g. +1 to seize, or a bonus to clear a body in one go); Nihilakh gains a reputation bounty for holding every objective it claims to the end; NO shared roster — this is enmity, the map-level shape of the dynasty's named counter

Every immovable line breeds the gang built to break it. The Tomb-Breakers are that rival — not a fixed enemy by name, but whichever gang has learned the counter to the anvil: a mobile objective-flipper that refuses the grind, or an overkill line of flamers and Coup de Grace that clears a body in one committed stroke. The feud kindles once such a rival has beaten a Nihilakh hold before, either by out-pointing it on the ground it could not cover or by overwhelming a held position outright.

The terms are enmity, not aid. When the two gangs meet, the breakers deploy weighted toward fast runners or overkill weapons and gain an edge to contest the objectives the slow line cannot reach, or to clear a held body before it rises. The Nihilakh, for their part, earn a standing bounty for holding every objective they claim to the last. There is no shared roster here — only the map-level shape of the dynasty's named counter, the one grudge born of the day the anvil was beaten.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
6	A Wardens Vigil. A Warden's Vigil. The tomb-world wardens who tend the held ground between wars lend their watch to your line for the coming battle. Choose one friendly Nihilakh fighter at the start of that battle: for its duration, while that fighter stands within 3" of an objective your gang controls, it may re-roll a single failed Reanimation roll each round, the wardens' vigil steadying the current that calls it back. Their watch lasts one battle, then returns to the ground they keep.	THE TOMB-WORLD WARDENS (THE RECLAMATION-CULT ADEPTS WHO TEND THE HELD GROUND BETWEEN WARS)

7	A Loaned Reclamation Stele. A Loaned Reclamation-Steale. The tomb-world wardens lend you one of the dynasty's banked objective-relics for a single war. For the coming battle, choose one friendly fighter to bear it: once during that battle, the bearer may plant the loaned stele within 1" of a point, and for the rest of the battle that point counts as an objective your gang controls — a Reanimation node and a Reclamation anchor both — even where the scenario set none there. The relic is recalled to the deep tombs when the fighting ends.	THE TOMB-WORLD WARDENS (WHO LEND THE DYNASTY'S BANKED OBJECTIVE-RELICs FOR A SINGLE WAR)
8	The Aegis Oath. The Aegis Oath. The tomb-world wardens thread the Eternal Warden's glyphs into a single fighter's necrodermis before the war. Choose one friendly fighter at the start of the coming battle: for that battle, while the fighter stands within 3" of an objective your gang controls, its field save improves by 1, the oathed glyphs drawing strength from the ground it defends. If the fighter carries no field save, it instead gains a 6+ one while so positioned. The glyphs fade to dormancy when the battle is done.	THE TOMB-WORLD WARDENS (WHO THREAD THE ETERNAL WARDEN'S GLYPHS INTO A SINGLE FIGHTER'S NECRODERMIS)
9	The Reclamation Weave. The Reclamation Weave. The tomb-world wardens weave a reanimation-lattice through your holding line before the war begins. For the coming battle, once per round you may re-roll a single failed Reanimation roll for a friendly fighter that is within 3" of an objective your gang controls, the woven current dragging one more body back onto the ground it will not surrender. The lattice unravels when the battle ends and the wardens gather its threads home.	THE TOMB-WORLD WARDENS (WHO WEAVE A REANIMATION-LATTICE THROUGH THE HOLDING LINE BEFORE THE WAR)
10	A Deep Holding. A Deep Holding. The tomb-world wardens prepare a stretch of ground as the dynasty's own before the battle begins. For the coming battle, your gang starts already controlling one objective within or near its deployment zone, and the Reclamation Code fires there from the first round — the line is rooted before the first shot is fired. The claim lasts the one battle; the ground is readied for that war alone, and reverts when it is over.	THE TOMB-WORLD WARDENS (WHO PREPARE A STRETCH OF GROUND AS THE DYNASTY'S OWN BEFORE THE BATTLE BEGINS)
11	The Eternal Wardens Blessing. The Eternal Warden's Blessing. The Warden-lords of the deep tombs, the dynasty's eldest holders, bless one of your Leaders before the war. For the coming battle, that fighter's Everliving Watch aura reaches 3" further and grants its never-yeild and +1 Reanimation to friendly Nihilakh within it whether or not they stand on a controlled objective. If the blessed Leader does not carry the aura, it gains it for that battle. The blessing of the eldest holders lasts the one war and no longer.	THE WARDEN-LORDS OF THE DEEP TOMBS (THE DYNASTY'S ELDEST HOLDERS, WHO BLESS A LEADER'S LINE)
12	The Unmoved Line. The Unmoved Line. The Eternal Conqueror itself, the dynasty's oldest and deepest claim, answers only for the greatest wars. For the coming battle, every friendly fighter within 3" of an objective your gang controls gains never-yeild — it cannot be moved or forced off that ground by any enemy rule — and the first time each such fighter would be taken Out of Action while on that ground, it is instead knocked down and rises on its next activation, once each. The Conqueror's regard withdraws when the war is won, and does not come again lightly.	THE ETERNAL CONQUEROR ITSELF (THE DYNASTY'S OLDEST AND DEEPEST CLAIM, ANSWERING ONLY FOR THE GREATEST WARS)

☠ SUB-PLOTS

✂ THE DEEPENING HOLDING

SUB-PLOT

Reward: For the rest of the campaign, the gang begins every battle already controlling one objective near its deployment zone, and the Reclamation Code fires there from round 1 (the reclamation made campaign-permanent, as A Deep Holding but forever). This sub-plot can be claimed only once per campaign.

The Deepening Holding. The dynasty's claim sinks roots across the campaign, until the reclamation is no longer a thing done in a battle but a thing that simply is.

Trigger: across the campaign, your gang banks the reclamation in three separate battles — planting the Dynastic Reclamation-Steal, holding the Reclaimed Tomb-Holding, or winning a battle without ever losing control of a single objective it claimed.

Reward: for the rest of the campaign, your gang begins every battle already controlling one objective near its deployment zone, and the Reclamation Code fires there from the first round — the reclamation made permanent, held ground the enemy must take back before the fight has even begun. This sub-plot can be claimed only once per campaign.

✂ THE LEDGER OF CLAIMS

SUB-PLOT

Reward: For the rest of the campaign, once per battle the gang may declare one objective it controls a Reclaimed Claim: while it holds that objective, fighters within 3" of it treat their Reanimation as improved by 1 beyond the Code's usual boost (the ground remembers it is Nihilakh's). This sub-plot can be claimed only once per campaign.

The Ledger of Claims. Every objective held to the last is a line entered in the Eternal Conqueror's ledger — and a ledger long enough begins to bind the ground itself.

Trigger: across the campaign, your gang ends three separate battles still controlling an objective it held from the very first round — three claims staked and upheld to the end.

Reward: for the rest of the campaign, once per battle you may declare one objective your gang controls a Reclaimed Claim. While your gang holds that objective, fighters within 3" of it treat their Reanimation as improved by 1 beyond the Code's usual boost — the ground remembering it is Nihilakh's. This sub-plot can be claimed only once per campaign.

LEGENDARY NAMES

✧ THE UNBROKEN WALL

LYCHGUARD-WARDEN

XP cost (random): 4

XP cost (chosen): 8

The Unbroken Wall is a named Lychguard-warden, an anvil that has walled a chokepoint objective through more sieges than it can count and never once been passed. It is not a fighter that goes places — it is a position that happens to be alive.

Benefit: while The Unbroken Wall is within 3" of an objective its gang controls, it reduces the Damage of each hit allocated to it by 2, to a minimum of 1, instead of the usual 1, and enemy fighters may not move through or past it — it blocks the ground it holds as though it were impassable terrain to the enemy. It cannot be moved, pushed or knocked back by any effect.

Drawback: The Unbroken Wall is slow to the point of stillness. It may not make a Move action of more than 3" in a single activation, and it may never Charge. It holds the wall, and the wall does not walk.

✧ THE UNMOVED

OVERLORD

XP cost (random): 6

XP cost (chosen): 12

The Unmoved is a named Overlord, the oldest claim the dynasty has upheld — the line that has never once been broken, the Eternal Conqueror whose name is the ground it stands on.

Benefit: while The Unmoved is on the board, its Everliving Watch aura extends to 9" and grants +1 to Reanimation and never-yield to friendly Nihilakh within it, whether or not they stand on a controlled objective. Once per battle, when The Unmoved would be taken Out of Action while on an objective its gang controls, it is instead knocked down and rises on its next activation — regardless of the source, even an overkill, a Coup de Grace or a disintegrating flame.

Drawback: The Unmoved cannot be made to leave the ground it claims. Once it has stood on an objective its gang controls this battle, it may never voluntarily move more than 3" from a controlled objective, and it may never make a Retreat or fall-back action. The Eternal Conqueror does not withdraw — it holds, or it is annihilated.

✧ THE WARDEN OF THE SEVENTH REACH

LORD

XP cost (random): 5

XP cost (chosen): 10

The Warden of the Seventh Reach is a named Lord, a section-warden that has kept one stretch of reclaimed ground across many wars and never lost it. Its claim has outlasted every gang that tried to take it.

Benefit: while The Warden of the Seventh Reach is on the board, any objective its gang controls within 6" of it counts as controlled for all the gang's fighters, even during rounds when they would otherwise lose control of it — the Warden's claim does not lapse. Friendly Nihilakh within 3" of such an objective add +1 to Reanimation and gain never-yield, as The Everliving Watch, whether or not the Warden carries the aura skill.

Drawback: The Warden is bound to its charge. It must always end the battle within 6" of an objective its gang controls if able, and if it is ever forced off all controlled ground it suffers -1 to all its rolls until it stands on a held objective once more — the warden diminished away from the ground it keeps.



TERRAIN

✧ THE CONVERGENCE OF DOMINION

TERRAIN

The Convergence of Dominion is the shared Necron fortification every dynasty fields — three linked Starstele, the battlefield-scale sibling of the Dynastic Stele, inherited from the Common Core. A gang may field a maximum of one.

The controlling gang deploys the three linked Starstele in or near its deployment zone, projecting the dynasty's dominion across the ground they enclose. Within that area, friendly Necron fighters gain a battlefield-scale nerve anchor, reinforcing the auto-steady Nerve the machine already carries and standing unshaken where the stele's dominion holds. It is a stronghold asset rather than a recruit — it takes no place in the fighting roster and adds nothing to the line's return — a claim staked on the land itself, well suited to a House whose whole art is holding ground.

✧ THE RECLAIMED TOMB HOLDING

TERRAIN

The Reclaimed Tomb-Holding is a stretch of ancestral tomb-ground retaken and kept — the reclamation made a campaign territory, its wardens tending the claim between wars.

A gang holding the Reclaimed Tomb-Holding draws no credits from it, for the Nihilakh do not trade. Instead, while it holds the territory, the whole gang gains a permanent boost to its return: one fighter that would gain a Lasting Injury after a battle may instead be fully repaired, the tomb-ground reclaiming its own, and the gang re-rolls one failed post-battle recovery roll. In a battle fought over the Holding's own tomb-ground, the controlling gang begins already controlling the central objective, and the Reclamation Code fires there from the first round — the reclamation made permanent, and the ground answering to the dynasty that never let it go.

THE ANVIL GROUND

SCENARIO

ATTACKER	the opposing gang (which must take or overkill the ground the Nihilakh line holds, or lose the contest)
DEFENDER	the Nihilakh Dynasty (the Eternal Conquerors — they anchor on ground they control, reanimate best while they hold it, and grind the enemy against the anvil)
DEPLOY	the Nihilakh set up on and around a central objective they control from the first turn (the ground they have claimed), their Lychguard walling it and their Warriors/Immortals massed behind; the attacker deploys at the board edges and must come to the anvil
OBJECTIVE	the Nihilakh win by still holding the claimed ground at the end; the attacker wins by taking that objective, or by clearing enough of the held line to break the hold
VICTORY	the Nihilakh win if they still control the central objective at the end of the game AND have lost fewer than half their starting fighters Out of Action; the attacker wins if it controls the central objective at the end, OR if it takes half or more of the Nihilakh gang Out of Action (each removal requiring an overkill / Coup de Grace / flame to deny the Reanimation, or the body rises again)
REWARDS	the Nihilakh log a claim upheld toward the Eternal Conqueror's ledger (a ground-held milestone, not credits); the attacker gains reputation for breaking or out-lasting an immovable hold
CONTROL TRACK	a Nihilakh win advances its Control-Track claim on the district by one step (the ground is theirs by ancient right and they held it); an attacker win takes the marker (the anvil was broken, and the reclaimed ground changes hands)

The Nihilakh anchor on ground they have already claimed and reanimate best while they hold it; the enemy must take the anvil or break the line upon it — and neither is easily done.

ATTACKER AND DEFENDER

The Nihilakh Dynasty is the defender, the Eternal Conquerors holding ground that is theirs by ancient right. The opposing gang is the attacker, which must take or overkill that ground or lose the contest.

DEPLOYMENT

The Nihilakh set up on and around a central objective they control from the first turn — the ground they have claimed — their Lychguard walling it and their Warriors and Immortals massed behind. The attacker deploys at the board edges and must come to the anvil to win.

THE HELD GROUND

The central objective begins under Nihilakh control, and the Reclamation Code fires there from the first round: fighters within 3" of it rise better, cannot be moved off it, and hold it against any push. To take a held Nihilakh fighter Out of Action for good, the attacker must overkill it — a Coup de Grace, a disintegrating flame, or damage enough to deny the Reanimation roll — or the body rises again on the ground it defends.

ENDING THE BATTLE

The battle ends when the attacker controls the central objective, when the Nihilakh have lost half or more of their starting fighters Out of Action, or when either gang is broken.

VICTORY

The Nihilakh win if they still control the central objective at the end and have lost fewer than half their starting fighters Out of Action. The attacker wins if it controls the central objective at the end, or if it takes half or more of the Nihilakh gang Out of Action.

REWARDS

The Nihilakh log a claim upheld toward the Eternal Conqueror's ledger — a ground-held milestone, not credits. The attacker gains reputation for breaking or outlasting an immovable hold.

CONTROL TRACK

A Nihilakh win advances their claim on the district by one step — the ground is theirs, and they held it. An attacker win takes the marker, and the reclaimed ground changes hands.

TACTICS

The Nihilakh should commit their toughest bodies to the central objective and let the enemy break on it, keeping a Cryptek near to sustain the return. The attacker should either bring the overkill to clear the anvil in committed strokes, or ignore it entirely and win the contest another way.

ATTACKER	the opposing gang (the mobile out-tempo force — it refuses the anvil and races to hold the objectives Nihilakh cannot cover)
DEFENDER	the Nihilakh Dynasty (the slow immovable line — it holds what it stands on absolutely, but cannot be everywhere at once)
DEPLOY	four or more objectives spread across the board, more than the slow Nihilakh line can reach; the Nihilakh deploy centrally and must choose which ground to claim, the enemy deploys to spread and flip the rest
OBJECTIVE	the enemy wins by controlling more objectives at the end (winning where Nihilakh is not); the Nihilakh win by controlling the majority despite their slowness, or by holding so hard that the enemy cannot afford to leave them
VICTORY	at the end of the game, whichever gang controls the most objectives wins; a tie goes to the gang that took fewer fighters Out of Action (the Nihilakh's durability edge). The Nihilakh may claim any point with the Dynastic Reclamation-Stele, turning bare ground into a held objective mid-game
REWARDS	the enemy gains reputation for out-tempoing the immovable line; the Nihilakh, if they win, log a claim upheld against the odds (a ground-held milestone, not credits)
CONTROL TRACK	the winner advances its Control-Track claim on the district by one step; a Nihilakh loss marks the district as one the Eternal Conquerors held but could not hold enough of (the anvil was left useless while the war moved on)

More ground lies open than the slow Nihilakh line can reach; the enemy races to hold what the anvil cannot cover, and the immovable House must choose which ground to claim absolutely.

ATTACKER AND DEFENDER

The opposing gang is the attacker — a mobile force that refuses the anvil and races to hold the objectives the Nihilakh cannot reach. The Nihilakh Dynasty is the defender, the slow immovable line that holds what it stands on absolutely but cannot be everywhere at once.

DEPLOYMENT

Four or more objectives are spread across the board, more than the slow Nihilakh line can cover. The Nihilakh deploy centrally and must choose which ground to claim; the enemy deploys to spread wide and flip the rest.

THE SLOW LINE

The Nihilakh hold whatever ground they stand on with the full weight of the Reclamation Code, but they are slow, and the board is wide. The Dynastic Reclamation-Stele lets a Nihilakh commander stake a claim mid-battle: once, a bearer may plant it and turn a stretch of bare ground into a held objective for the rest of the fight.

ENDING THE BATTLE

The battle ends at the close of the agreed number of rounds, or when either gang is broken.

VICTORY

Whichever gang controls the most objectives at the end wins. A tie goes to the gang that took fewer fighters Out of Action — the Nihilakh durability edge.

REWARDS

The enemy gains reputation for out-tempoing the immovable line. The Nihilakh, if they win, log a claim upheld against the odds — a ground-held milestone, not credits.

CONTROL TRACK

The winner advances its claim on the district by one step. A Nihilakh loss marks the district as one the Eternal Conquerors held but could not hold enough of — the anvil left useless while the war moved on.

TACTICS

The Nihilakh should pick the fewest objectives they can win on and hold them so hard the enemy dares not leave them, using the Stele to claim a decisive point late. The attacker should refuse the frontal grind and win where the slow line is not.



NECRONS · HOUSE DOSSIER

NOVOKH DYNASTY

The disciplined melee-escalation elite

The Novokh Dynasty sharpened a religion out of murder. Its Blood-Drinkers are the reaping elite of the tomb-worlds — before battle they perform the blood-rite, and in battle every kill is a verse of it, the dynasty ascending blow by ceremonial blow as the slaughter feeds it. They do not grow angry. They grow more *correct*.

A Novokh gang is the disciplined melee-escalation elite: a warscythe-and-shield Lychguard reaping wall and the fast Triarch Praetorian strike, anchored by a thin reanimating Warrior line that holds while the reapers cut. Every enemy taken Out of Action in melee climbs the Blood Rite, a count that never falls — and verse by verse the whole line grows deadlier, charging further, then striking harder, then rending armour, until at the Peak the very dead return blooded. Reanimation Protocols carry the fallen back to their feet; Robotic keeps the line unbroken and unafraid through it all. Where kindred dynasties escalate on their own dying, Novokh escalates on killing. A line like this is not out-fought in the grind — it is refused the grind, its blades kept from any target worth the rite, and starved at the counter's floor.

👤 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ Starting credits: 1500
- ♦ Exactly 1 Leader (Overlord — the Blood Lord)
- ♦ 0-2 Champions (Lord / Cryptek)
- ♦ Lychguard and Triarch Praetorians are the core reaping-line melee Gangers
- ♦ Warriors and Immortals are the optional reanimating anvil that holds while the reapers cut
- ♦ 0-2 Tomb Blades, 0-1 Brute; Flayed Ones may be hired as extra melee bodies that feed the rite
- ♦ Firm backbone: Gangers $\geq$ Leaders + Champions (the rite needs killers and a line that holds while they kill)
- ♦ The Blood Rite and Reanimation Protocols are inherent to every fighter — there is no separate pool to track or spend
- ♦ Necrons carry no grenades (an identity tell, not a gap); loadouts largely inherent
- ♦ C'tan support-roster only (one-per-gang, cannot carry the Novokh keyword)

A Novokh gang forms on 1,500 credits. The controlling player takes exactly one Leader — an Overlord, the Blood Lord who performs the rite and drags the line up the meter — and may add up to two Champions, a Lord or a Cryptek. The Gangers are the reaping line itself: Lychguard and Triarch Praetorians the core melee, with Warriors and Immortals the optional reanimating anvil that holds while the reapers cut. Up to two Tomb Blades and a single Brute may be fielded, and Flayed Ones hired as extra melee bodies that feed the rite. The line keeps a real body count — Gangers must number at least the Leader and Champions together, for the rite needs killers and a wall that holds while they kill. A C'tan may be drawn from the support roster alone, one per gang, and never carries the dynasty's keyword. The Necrons bring no grenades; their loadouts are borne in the body.

☠ GANG RULES

✧ THE BLOOD LORD'S BIDDING

GANG RULE

The Blood Lord's Bidding is the command signature of the Overlord and the Lord — the rite-priest hauling the line up the meter ahead of its own count. While a commander bearing it stands on the battlefield, friendly Novokh fighters within 6" count the Blood Rite as one tier higher for their melee bonuses: a line at the mid tiers fights as though at the Peak, and a line at the low tiers as though at the mid. The reapers around the Blood Lord reach each threshold before the slaughter alone would carry them there. Strike the commander down and the bidding falls silent with it — the line drops back to the rite's true count, and the reaping must earn its tiers the slow way, kill by kill.

✧ THE BLOOD RITE

GANG RULE

The Blood Rite is the Novokh Code — the reaping-count by which the dynasty ascends. The controlling player tracks a single Blood Rite counter for the gang, beginning at 0, or at 1 if a fighter bears the Sacrificial Dagger. Each time a Novokh fighter takes an enemy Out of Action in melee, the counter climbs by 1. It is never spent and never reduced; it only rises, capped at 6.

Its tiers lift every Novokh fighter in melee. At the low tiers, 1 to 2, each gains +1" to Charge. At the mid tiers, 3 to 4, each gains +1 Attack. At the high tiers, 5 to 6 — the Peak — their melee attacks gain Rending, and any fighter that reanimates returns blooded, striking at +1 to Hit in melee for the rest of the battle. A line that is not winning its close combats never climbs at all; deny it the melee kills and the rite stalls at its floor.

FIGHTERS

NECRON WARRIOR

GANGER

✖ 90 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	1	4+	1	7+	6+	6+	8+

SAVE 4+

SPECIAL RULES **Reanimation Protocols** (*reanimates BEST — 4+ (3+ near an objective); Their Number is Legion*)

Robotic (*auto-steady Nerve; never Pinned; immune to Fear and Terror*) SEE SPECIAL RULES

Typed Effects

- grant-immunity Fear
- grant-immunity Terror
- grant-immunity Pinned
- auto-test-result Nerve pass

STARTING GEAR Gauss Flayer

FREE SKILL —

The reanimating backbone of every Necron dynasty — a cheap, slow, tireless construct that holds ground and refuses to stay down. Armed with a gauss flayer that strips armour on a telling hit, the Warrior is no monster; its worth is the return. It reanimates best of any body in a standard phalanx, rising on a 4+ and better still near an objective, so a line of Warriors becomes an anchor the enemy cannot clear. It never spirals — the chaff dies and rises but does not descend — yet it buys the board presence and the reanimation floor every dynasty needs to do its work.

Special Rules

- **Reanimation Protocols:** this fighter reanimates best of any in the gang — on a 4+, or 3+ near an objective — and through Their Number is Legion it stands back up harder than its cost suggests.
- **Robotic:** this fighter auto-steadies its Nerve, can never be Pinned, and is immune to Fear and Terror.

ANNIHILATION BARGE

VEHICLE

✖ 150 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	6	5	5	5	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Tesla Cannon — Turret arc (Crew)
- ♦ Gauss Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Annihilation Barge is the light gun-skimmer of the dynasties — a cheap, fast anti-grav platform that floats over broken ground and rakes massed infantry with sheets of arcing lightning. Its turret twin-links a tesla destructor whose bolts leap from body to body, so a single pass punishes a packed enemy line far harder than a lone hard target, while a hull-mounted gauss cannon adds an armour-stripping answer to anything better protected. It is thinly armoured for a war-engine and rides on five Hull Points, trading protection for the speed and reach a Skimmer buys; its quantum shielding turns aside the first telling blow rather than letting it dig in. This is the machine a dynasty fields when it wants tempo and volume without paying superheavy prices — one per gang, held back to flank and to hose down whatever masses in the open. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOM SCYT'HE

VEHICLE

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ◆ Death Ray — Front arc (Crew)
- ◆ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang

The Doom Scythe is the airspace-denial gunship of the dynasties — a pure interceptor built to own the sky above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it must make its minimum move every round, screaming over the field at Low or High altitude and banking back for another firing pass. Its nose mounts a death ray that carves a killing line through everything beneath its flight path, gutting armour and war-engines in a single searing stroke, while a wing-fixed tesla destructor arcs lightning across softer targets on the same pass. Eight Hull Points and a strong handling let it survive the odd hit, but velocity and altitude are its real armour — the enemy it has already overflowed struggles to answer. A dynasty fields one to hunt what moves and deny the field its sky — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DOOMSDAY ARK

VEHICLE

✖ 240 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Death Ray — Turret arc (Crew)
- ♦ Gauss Flayer — Left arc (Crew)
- ♦ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Quantum Shielding

The Doomsday Ark is the mobile siege gun of the dynasties — a glass anti-armour skimmer built around a single, appalling weapon. Its turret carries a doomsday cannon whose beam is at its most terrible when the machine holds station: settled and stationary, it looses a killing line that carves open walkers, war-engines and fortification alike, while flank gauss flayers keep infantry off its hull. The trade is its fragility for a vehicle of its reach — seven Hull Points and skimmer-thin flanks mean it must fire from range and reposition before the enemy closes, its quantum shielding buying it the one hit it needs to survive to fire again. A dynasty fields one to answer the heaviest target on the field, holding it back as a positional threat rather than a brawler — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GHOST ARK

TRANSPORT

✖ 200 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	7	6	6	7	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Skimmer

HARDPOINTS

- ◆ Gauss Flayer — Left arc (Crew)
- ◆ Gauss Flayer — Right arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Quantum Shielding
- ◆ Transport (6 fighters)

The Ghost Ark is the reliquary-barge of the phalanx — a durable anti-grav transport that carries a squad of Necron Warriors into the advance and mends them as it goes. Flank arrays of gauss flayers rake the enemy line to either side as it passes, but its true work is the cargo bay: it ferries up to six Warriors forward under quantum shielding, and its onboard repair-canoptics feed the dynasty's Reanimation Protocols, coaxing fallen passengers back onto their feet even as the machine rolls on. Seven Hull Points and thick facing armour let it push through fire that would gut a lighter skimmer, and its Skimmer locomotion carries it over the ruin that would bog a tracked hull. A dynasty fields one to keep the tide moving and refuse to let its line thin — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

NIGHT SCYTHE

TRANSPORT

× 230 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	6+	8+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 10"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

TRANSPORT Transport capacity: 6 (embark Grounded only)

HARDPOINTS

- ◆ Tesla Cannon — Wing arc (Crew)

SPECIAL RULES

- ◆ 0-1 per gang
- ◆ Dimensional Corridor

The Night Scythe is the transport interceptor of the dynasties — an aircraft that never lands and never slows. It carries no Hover system, so it holds no station: it must make its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass, its wing-fixed tesla destructor arcing lightning across whatever masses below. It delivers its cargo without ever setting down, disgorging up to six Necron fighters mid-flight through a Dimensional Corridor — a portal that folds them from the airframe onto the ground where they are needed. Eight Hull Points and a good handling let it weather the odd hit, but its true defence is velocity and altitude: a target it has already overflown cannot easily answer. A dynasty fields one to insert a squad deep and deny the sky at once — one per gang. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and its Hull Points, and into the Flight rules (Flying Mechanics) for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).



GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Opening Rite. Before the battle begins, perform the opening rite. Your gang's Blood Rite counter starts this battle at 1 instead of 0. The ceremony is sung before the first blow, and the reaping climbs from a running start.	PRE-BATTLE

12	The Verse Compounds. Choose a friendly Novokh fighter that took an enemy Out of Action in melee last round. Until the end of this round, it makes +1 Attack in close combat. Each verse of the rite builds on the one before it.	ANY ROUND
13	Sweeping Reap. When a friendly Novokh fighter makes a Fight action while engaged with two or more enemies, it may make one of its close-combat attacks against each of them rather than concentrating its blows on one. The warscythe sweeps the whole press.	A FIGHT ACTION
14	Blood Lords Command. Until the end of this round, your commander's Blood Lord's Bidding aura extends to 9". The Blood Lord's will reaches further across the line, and more reapers count the Blood Rite one tier higher.	ANY ROUND
15	Ascendant. Until the end of this round, your whole gang counts the Blood Rite as one tier higher for its melee bonuses. The rite surges, and every reaper fights a step further up the meter than the count allows.	ANY ROUND
16	Blooded Rising. Until the end of this round, any friendly Novokh fighter that reanimates returns blooded — +1 to Hit in melee for the rest of the battle — regardless of the current Blood Rite tier. The rite claims the Peak's gift early for one who rises.	ANY ROUND
21	First Blood. The first enemy taken Out of Action in melee by your gang this battle climbs the Blood Rite by an additional 1. First blood opens the rite deeper than any kill that follows it.	ANY ROUND
22	The Rite Opens. Before the battle begins, choose one friendly Novokh fighter. For this battle, the first time it takes an enemy Out of Action in melee, the Blood Rite climbs by an additional 1. The rite opens on a chosen blade.	PRE-BATTLE
23	Cold Ceremony. Choose a friendly Novokh fighter. Until the end of the round, it may re-roll a failed Hit roll of a natural 1 in melee. There is no rage in the reaping — only the cold ceremony of the correct cut, placed again until it lands.	ANY ROUND
24	Sharpened Edge. When a friendly Novokh fighter makes a Fight action, its close-combat attacks gain -1 Armour Penetration until the action is resolved. The blade is honed for the rite, and bites through armour a fraction deeper.	A FIGHT ACTION
25	The Cut Placed Exactly. When a friendly Novokh fighter makes a Fight action, choose one of its close-combat attacks; that attack may re-roll a failed Hit roll. The reaper does not swing wild — it places the cut exactly.	A FIGHT ACTION
26	Ceremonial Slaughter. When a friendly Novokh fighter declares a charge, until the end of the round it gains +1 Attack for the ceremony of the kill, in addition to any bonus for charging. The charge is the opening movement of the slaughter-rite.	A CHARGE
31	Warscythe Arc. When a friendly Novokh fighter armed with a warscythe makes a Fight action, it may make one additional close-combat attack. The great blade completes its arc through the enemy line.	A FIGHT ACTION
32	Blood Feeds Blood. Until the end of this round, each time a friendly Novokh fighter takes an enemy Out of Action in melee, the Blood Rite climbs by an additional 1 beyond its normal tick. Blood feeds blood, and the rite gorges.	ANY ROUND
33	No Rage Only Rite. Until the end of this round, friendly Novokh fighters suffer no penalty to their melee Hit rolls from Flesh Wounds. There is no fury to break in a Novokh reaper — only the rite, and the rite does not falter.	ANY ROUND

34	The Reliquary Answers. When a friendly Novokh fighter makes a Recovery, the reliquary answers: it may re-roll the Recovery dice, and if it recovers it removes one Flesh Wound as well. The rite reclaims its own from the edge of ruin.	A RECOVERY
35	Ascension Through Killing. Choose a friendly Novokh fighter. Until the end of this round, each enemy it takes Out of Action in melee grants it +1 Attack for the rest of the battle, to a maximum of +2. The reaper ascends through the killing itself.	ANY ROUND
36	The Blade Is The Body. When a friendly Novokh fighter makes a Fight action, it may treat its Strength as 1 higher for that action. For the Necron reaper there is no division between the wielder and the weapon — the blade is the body, and the body strikes as one.	A FIGHT ACTION
41	Relentless Reap. Choose a friendly Novokh fighter that took an enemy Out of Action in melee this round. It may immediately make a free Fight action against another enemy engaged with it. The reaping does not pause between kills.	ANY ROUND
42	The Slow Perfection. Until the end of this round, a friendly Novokh fighter that did not move during its activation gains +1 to Hit in melee. The reaping is unhurried; the reaper that plants its feet places every cut in its perfect place.	ANY ROUND
43	Praetorian Strike. Choose a friendly Triarch Praetorian, or another Novokh fighter with a Move of 6" or more. Until the end of this round it gains +2" to its Charge move. The Praetorian strike reaches the enemy before the wall has closed.	ANY ROUND
44	Ritual Perfection. When a friendly Novokh fighter makes a Fight action, an unmodified Hit roll of 6 inflicts one additional hit. Each blow struck in ritual perfection opens the way for the next.	A FIGHT ACTION
45	The Skull Tally. Until the end of this round, each time your gang takes an enemy Out of Action in melee, one friendly Novokh fighter of your choice within 6" of the kill removes a Flesh Wound. Every skull is counted, and the tally repays the reapers.	ANY ROUND
46	The Verse Rises. Until the end of this round, friendly Novokh fighters count the Blood Rite as one tier higher; if the rite already stands at its Peak, they instead gain +1 to Wound in melee. The verse rises past the top of the meter.	ANY ROUND
51	The Line Reaps. When a friendly Novokh fighter makes a Fight action, every other friendly Novokh fighter engaged in melee within 3" of it may make one close-combat attack. The whole reaping line moves as one blade.	A FIGHT ACTION
52	Deathless Reaper. At the start of this round, choose a friendly Novokh fighter that is Seriously Injured. It immediately makes a Reanimation roll as though the Blood Rite stood at its Peak; if it rises, it returns blooded. The deathless reaper is not so easily kept down.	START OF ROUND
53	Reap And Advance. When a friendly Novokh fighter takes an enemy Out of Action in melee, it may immediately make a free move of up to 3" toward the nearest remaining enemy. The reaping line does not hold ground — it advances over the fallen.	ANY ROUND
54	The Ceremony Deepens. Until the end of this round, the second enemy your gang takes Out of Action in melee climbs the Blood Rite by an additional 1, on top of its normal tick. The deeper the ceremony runs, the faster it feeds.	ANY ROUND
55	Blood Sanctified. When a friendly Novokh fighter makes a Fight action, that action's melee attacks gain +1 Damage, as though its blade were anointed with sanctified oil. The edge is blessed in blood for a single ceremony of killing.	A FIGHT ACTION
56	Sharpen The Rite. Until the end of this round, friendly Novokh melee attacks gain Rending regardless of the current Blood Rite tier. The rite is sharpened to its killing edge ahead of the count.	ANY ROUND

61	The Reaping Never Ends. Until the end of this round, whenever a friendly Novokh fighter takes an enemy Out of Action in melee it may make an immediate free Fight action, provided another enemy is engaged with it. The reaping never ends while an enemy still stands in reach.	ANY ROUND
62	The Blood Lord Calls. Until the end of this round, every friendly Novokh fighter counts as within range of the Blood Lord's Bidding aura, wherever it stands on the battlefield. The Blood Lord's call carries to the whole line, and all of it counts the Blood Rite one tier higher.	ANY ROUND
63	Cold And Correct. Until the end of this round, friendly Novokh fighters may re-roll failed Hit rolls of a natural 1 in melee, but may make no bonus attack granted by charging. The reaping is cold and correct — precision bought with restraint.	ANY ROUND
64	Reap The Screen. When a friendly Novokh fighter makes a Fight action against an enemy whose Wounds characteristic is 1, it makes one additional close-combat attack against it. The reapers cut through the throwaway screen thrown up to starve the rite.	A FIGHT ACTION
65	The Reaper Returns. Until the end of this round, the first friendly Novokh fighter taken Out of Action makes an immediate Reanimation roll before it is removed; if it rises, it returns blooded. The reaper falls, and the reaper returns.	ANY ROUND
66	The Ascendant Rite. Until the end of this round, your gang counts the Blood Rite as standing at its Peak (tiers 5-6) for all melee bonuses, whatever its true count. The ascendant rite lifts the whole line to the top of the meter for one surge of slaughter — then the count returns to its true value.	ANY ROUND

THE MACHINE LINEAGE BOND

ALLIANCE

WHO	another Necron dynasty House of the same machine-lineage — a Mephrit, Nephrekh, Nihilakh or Destroyer Cult House (any such House; generic, chosen when the pact is struck, NEVER a fixed named gang)
FACTION	necrons
MY ROLE	the reaping blood-court that shares the Common Core hire pool — Novokh lends and borrows the shared Necron agents (Dynastic Agents, Cryptek-adepts, Flayed Ones) and the machine-lineage's reanimation support, a phalanx-of-phalanxes bond rather than a cross-species pact; a shared-blade joint reaping line
PHASE GATE	opens on a contested world once Novokh and a sibling dynasty House both hold ground there (a local phase before Endgame)
TERMS	campaign-only machine-lineage pact: the two Houses share the Necron Common Core Hired-Gun / agent pool and reanimation support for a campaign benefit; NO cross-House fighters enter either gang's normal-battle roster — this is a lineage bond struck between battles, not a combined gang; the partner House's own campaign heart authors the mirror from its side

The machine-lineage bond ties Novokh to another dynasty House of the same Necron lineage — a Mephrit, Nephrekh, Nihilakh or Destroyer Cult phalanx, whichever holds ground alongside the Blood-Drinkers. It is a phalanx-of-phalanxes pact struck between wars, not a mingling of species and not a combined gang. The bond opens on a contested world once Novokh and a sibling dynasty House both hold ground there, in a local phase before the campaign's Endgame. Under its terms the two Houses share the Necron Common Core hire pool — Dynastic Agents, Cryptek-adepts and Flayed Ones — and lend one another the machine-lineage's reanimation support for a campaign benefit. No fighter of one House enters the other's normal-battle roster; the partner House authors the mirror of this pact from its own side. Two reaping lines, one lineage, one shared blade laid across a single war.

WHO	a rival gang built to refuse the grind — a mobile kiting line or an out-shooting gun-gang that has learned the named counter to the reaping dynasty (generic, chosen when the feud is struck, NEVER a fixed named gang)
MY ROLE	the reaping line this rival is built to starve — the feud runs cold: the deniers refuse the melee, out-range and screen with throwaway bodies to keep the Blood Rite at its floor, and hunt the Blood Lord to strip the Bidding aura, and Novokh fights to force the grind
PHASE GATE	opens once a rival gang has either out-shot a Novokh line while denying it melee kills, or killed a Blood Lord to collapse the Bidding aura, in a prior battle (the grudge born of the one time the rite was starved)
TERMS	campaign-only feud, NOT an alliance of aid: when the two gangs meet, the deniers deploy weighted toward fast kitters or ranged weapons and gain a bonus to refuse or escape melee, or to target the Blood Lord (e.g. re-roll a Retreat, or a bonus to hit the commander); Novokh gains a reputation bounty for reaching the Peak despite the counter; NO shared roster — this is enmity, the map-level shape of the dynasty's named counter

The melee-deniers are the reaping line's oldest grudge — a rival gang built to refuse the grind. Some are mobile kiting lines, others out-shooting gun-gangs, but all have learned the named counter to the dynasty: refuse the melee, out-range the reapers, screen with throwaway bodies to keep the Blood Rite at its floor, and hunt the Blood Lord to strip the Bidding aura. The feud runs cold, opening once such a rival has either out-shot a Novokh line while denying it melee kills, or killed a Blood Lord to collapse its aura, in a prior battle. When the two gangs meet thereafter, the deniers deploy weighted toward fast kitters or ranged weapons and gain a bounty to refuse or escape melee and to hunt the commander — a re-rolled Retreat, or a bonus to hit the Blood Lord. Novokh, in turn, earns a reputation bounty for driving the rite to its Peak despite the counter. No roster is shared; this is enmity, the map-level shape of the dynasty's one true weakness.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
6	A Blooded Blade. The blood-court armourers anoint one of your reaping-blades between wars. Choose one fighter before the battle; for that battle, one Fight action of its melee attacks gains +1 Damage. The anointed edge cuts once with the full weight of the rite behind it.	THE BLOOD-COURT ARMOURERS (THE SMITHS WHO ANOINT THE REAPING-BLADES BETWEEN WARS)
7	The Rite Attends. The reaping-cult priests attend your muster and open the rite before the first blow. For this battle, your gang's Blood Rite counter begins at 1 rather than 0. The ceremony is already sung, and your reaping line climbs from a running start.	THE REAPING-CULT PRIESTS (THE CEREMONY-KEEPERS WHO OPEN THE RITE BEFORE THE FIGHT)

8	A Loaned Reliquary. The tomb-shrine wardens lend you a fragment of the Blood Reliquary's sanctity for the battle. Once during the battle, you may re-roll one failed Reanimation roll for a friendly Novokh fighter. The reliquary reclaims its own, even carried far from its tomb-ground.	THE TOMB-SHRINE WARDENS (THE KEEPERS OF THE BLOOD RELIQUARY WHO LEND A FRAGMENT OF ITS SANCTITY)
9	The Reapers Boon. The blood-court surgeon-adepts tend your reapers before the war. Once during the battle, a friendly Novokh fighter that would be taken Out of Action instead makes an immediate Reanimation roll as though the Blood Rite stood at its Peak, returning blooded if it rises. The reanimation-tenders repay the reapers' faith in the coin the rite demands.	THE BLOOD-COURT CHIRURGEON-ADEPTS (THE REANIMATION-TENDERS WHO REPAIR THE FAITHFUL REAPERS)
10	The Blood Lords Favour. The reaping-lords' court lends the weight of the rite to your Blood Lord. For this battle, your commander's Blood Lord's Bidding aura extends to 9"; if your commander does not yet carry the Bidding, it does so for this battle regardless. The court's blessing drives the whole line to its tiers ahead of schedule.	THE REAPING-LORDS' COURT (THE ASSEMBLED BLOOD-PRIESTS WHO LEND THE WEIGHT OF THE RITE)
11	The Verse Of The Reaping Lords. The Reaping-Lords sing the verse over your muster, answering only for the great slaughters. For this battle, your gang's Blood Rite counter begins at 2, and each enemy taken Out of Action in melee during the first round climbs it by an additional 1. The high priests set the reaping ahead of any single war's pace.	THE REAPING-LORDS (THE DYNASTY'S HIGH BLOOD-PRIESTS, WHO ANSWER ONLY FOR THE GREAT SLAUGHTERS)
12	First Bloods Consecration. The rite itself answers — First Blood's own consecration, granted only for the greatest wars. For this battle, your gang's Blood Rite counter begins at 3, at the mid tier, and can never fall below it however the battle turns. Your reapers march to war already blooded, the oldest ceremony of the dynasty burning in every blade.	THE RITE ITSELF (THE BLOOD-DRINKERS' OLDEST CEREMONY, FIRST BLOOD'S OWN CONSECRATION, ANSWERING ONLY FOR THE GREATEST WARS)

☠ SUB-PLOTS

✂ THE RITE OF THE HUNDREDTH VERSE

SUB-PLOT

Reward: For the rest of the campaign, the gang's Blood Rite Peak (5-6) additionally grants +1 to Wound in melee to Novokh fighters (layered on the Rending and blooded-reanimate rider already at the Peak). This sub-plot can be claimed only once per campaign, and the Peak remains as hard to reach and hold as ever.

Three times your reaping must be driven to the very top of the meter and held there to the last — three separate battles ended with your Blood Rite counter at its Peak, 5 or 6. When the third is sung, the hundredth verse is complete.

For the rest of the campaign, your Blood Rite's Peak grants your Novokh fighters +1 to Wound in melee, layered over the Rending and the blooded reanimation the Peak already carries. This sub-plot is claimed only once, and the Peak remains as hard to reach and hold as it ever was.

✂ THE TALLY OF SKULLS

SUB-PLOT

Reward: For the rest of the campaign, once per battle the gang may declare the rite opened: its Blood Rite counter immediately climbs by 1 (an extra tick beyond the melee kills). This sub-plot can be claimed only once per campaign.

Across the campaign your gang keeps a running tally of the enemy reaped in melee — every fighter taken Out of Action in close combat by a Novokh blade, logged war after war. When the tally reaches its milestone, a hundred verses of the rite have been sung across many battles.

For the rest of the campaign, once per battle you may declare the rite opened: your Blood Rite counter immediately climbs by 1, a tick beyond any earned by killing. This sub-plot is claimed only once.

☠ LEGENDARY NAMES

✂ FIRST BLOOD

OVERLORD

XP cost (random): 6

XP cost (chosen): 12

First Blood is the dynasty's first reaper — a named Overlord, the priest who opened the rite before any other Blood Lord drew breath to sing it. While First Blood stands on the battlefield, its Blood Lord's Bidding aura reaches out to 9", and friendly Novokh within it count the Blood Rite as one tier higher still, so a line at the mid tiers fights within the aura as though at the Peak. Once per battle, when First Blood takes an enemy Out of Action in melee, the Blood Rite climbs by an extra 1. But the first reaper does not hang back: once any enemy stands within 12", First Blood may never end its activation more than 6" from the nearest, and it must declare a charge whenever a legal target is in range. It opens the rite, or it is no Blood Lord.

✂ THE HUNDREDTH VERSE

LORD / ROYAL WARDEN

XP cost (random): 5

XP cost (chosen): 10

The Hundredth Verse is a named Lord — the reaping section-leader whose tally is longest, the singer of the rite's hundredth verse. While it fights, its own melee attacks always count the Blood Rite as one tier higher, independent of any aura, and it carries the Blood Lord's Bidding as though it were an Overlord. Each time it takes an enemy Out of Action in melee, a friendly Novokh within 3" removes one Flesh Wound. Yet it is bound to the rite's rhythm: in any round it fails to reap an enemy in melee, it may draw no benefit from the Blood Rite's tiers at all in its next round. The verse unsung falls silent — the reaper that stops killing loses the rite until it kills again.

✂ THE REAPER WHO RETURNED BLOODED

LYCHGUARD-REAPER

XP cost (random): 4

XP cost (chosen): 8

The Reaper Who Returned Blooded is a named Lychguard of the warscythe wall — the fighter that fell in the rite, rose blooded, and never fell again. It treats the Blood Rite as always at least at the mid tier for its own melee, never striking at less than +1 Attack, and whenever it reanimates it returns blooded — +1 to Hit in melee for the rest of the battle — regardless of the current tier, claiming the Peak's own rider at any count. Its first melee kill each round removes a Flesh Wound from it. But it is consumed by the rite: it may never take a Retreat or fall-back action, and while in melee it may never move willingly from the nearest enemy. It rose blooded once and will not withdraw again — it reaps, or it is unmade.

☠ TERRAIN

✂ THE BLOOD RELIQUARY

TERRAIN

The Blood Reliquary is a tomb-shrine of the rite — the killing-ceremony made a campaign territory, its blood-priests keeping the reaping-rites between wars. A gang that holds it draws no credits from it, for the Necrons do not trade; the reliquary pays in sanctity instead. While a gang controls the Reliquary, one fighter that would suffer a Lasting Injury after a battle may instead be fully repaired — the rite reclaiming its own — and the gang re-rolls one failed post-battle recovery roll. When a battle is fought over the Reliquary's own tomb-ground, the controlling gang's Blood Rite counter begins at 1, the ceremony already consecrated on holy ground.

The Convergence of Dominion is the shared Necron fortification — three linked Starstele, the battlefield-scale sibling of the Dynastic Stele, inherited from the Common Core and fielded by every dynasty. A gang may field no more than one. The controlling gang deploys the three linked Starstele in or near its deployment zone, projecting the dynasty's dominion across the held ground. Within the area they enclose, friendly Necron fighters gain a battlefield-scale anchor to leadership and nerve, reinforcing the auto-steady Nerve that Robotic already grants. It is a stronghold asset, not a recruit — it musters no fighter and joins no reaping line.

✂ STARVE THE RITE

SCENARIO

ATTACKER	the opposing gang (the melee-deniers — they must kite, out-shoot and screen with throwaway bodies to keep the Blood Rite at its floor, and hunt the Blood Lord)
DEFENDER	the Novokh Dynasty (the Blood-Drinkers — the reaping line that must force the melee it is being denied before time runs out)
DEPLOY	a wide, open board with long fire-lanes and few charge lanes — the deniers deploy at range with room to fall back; the slow Novokh reaping line starts opposite, the warscythes far from a real target
OBJECTIVE	the deniers win by running the clock while starving the rite — keeping their line intact and the Blood Rite low; the Novokh win by forcing the grind anyway, reaping enough of the enemy in melee to reach the mid tier or the Peak before the battle ends
VICTORY	the Novokh win if the Blood Rite reaches at least the mid tier (3+) by the end AND they have taken a quarter or more of the enemy gang Out of Action in melee (the rite fed despite the counter); the deniers win if the Blood Rite is still at its floor (0-2) at the end, OR if they take the Blood Lord Out of Action while keeping their own losses light (the rite starved and the aura struck down)
REWARDS	the Novokh log any skulls reaped toward the Rite of the Hundredth Verse even in defeat (the rite feeds slowly); the deniers gain reputation for starving a reaping dynasty
CONTROL TRACK	a Novokh win advances its Control-Track claim by one step (the reapers ran down the runners); a deniers win takes the marker (the rite was starved and the Blood-Drinkers left with empty blades)

ATTACKER & DEFENDER The opposing gang attacks as the melee-deniers. It must kite, out-shoot and screen with throwaway bodies to keep the Blood Rite at its floor, and hunt the Blood Lord to strip the Bidding aura. The Novokh Dynasty defends; the reaping line must force the melee it is being denied before time runs out.

BATTLEFIELD Set a wide, open board with long fire-lanes and few charge lanes. The deniers deploy at range with room to fall back. The slow Novokh reaping line starts opposite them, its warscythes far from any target worth the rite.

OBJECTIVE The deniers must run the clock while starving the rite — keeping their line intact and the Blood Rite low. The Novokh must force the grind regardless, reaping enough of the enemy in melee to drive the Blood Rite up before the battle ends.

VICTORY The Novokh win if the Blood Rite stands at the mid tier or higher (3 or more) at the end of the battle and they have taken a quarter or more of the enemy gang Out of Action in melee — the rite fed despite the counter. The deniers win if the Blood Rite is still at its floor (0 to 2) at the end, or if they take the Blood Lord Out of Action while keeping their own losses light — the rite starved and the aura struck down.

REWARDS The Novokh log any skulls reaped toward the Rite of the Hundredth Verse even in defeat, for the rite feeds slowly. The deniers gain reputation for starving a reaping dynasty.

CONTROL TRACK A Novokh victory advances the dynasty's Control-Track claim by one step — the reapers ran down the runners. A deniers victory takes the marker: the rite was starved, and the Blood-Drinkers left the field with empty blades.

ATTACKER	the Novokh Dynasty (the Blood-Drinkers — they must close and reap, climbing the Blood Rite on every kill and growing more terrible the longer the melee lasts)
DEFENDER	the opposing gang (which must hold the ground and survive the grind, or break the reaping line before it reaches the Peak)
DEPLOY	a tight, terrain-dense board that forces engagement — the objective the enemy holds sits in the open centre, the Novokh deploy at close range with charge lanes into it; the reaping line wants the grinding close-combat, not the ranged trade
OBJECTIVE	the Novokh win by reaping the enemy line and holding the contested centre at the end; the defender wins by holding the centre while keeping enough of its gang intact — surviving the grind without being reaped out
VICTORY	the Novokh win if they control the central ground at the end AND have taken half or more of the enemy gang Out of Action in melee (the rite fed to the Peak); the defender wins if it still controls the centre at the end, OR if it has taken the Blood Lord Out of Action and kept the Blood Rite below the Peak all game (the rite starved)
REWARDS	the Novokh log skulls reaped toward the Rite of the Hundredth Verse (a melee-kill milestone, not credits); the defender gains reputation for surviving or starving a reaping line
CONTROL TRACK	a Novokh win advances its Control-Track claim on the district by one step (the reaping ground is consecrated); a defender win takes the marker (the reapers were denied and driven off)

ATTACKER & DEFENDER The Novokh Dynasty attacks. The Blood-Drinkers must close and reap, climbing the Blood Rite on every kill and growing more terrible the longer the melee lasts. The opposing gang defends; it must hold the ground and survive the grind, or break the reaping line before it reaches the Peak.

BATTLEFIELD Set a tight, terrain-dense board that forces engagement. The objective the defender holds sits in the open at the centre. The Novokh deploy at close range with charge lanes running into the centre — the reaping line wants the grinding close-combat, not the ranged trade.

OBJECTIVE The Novokh must reap the enemy line and hold the contested centre. The defender must hold that centre while keeping enough of its gang intact to survive the grind without being reaped out.

VICTORY The Novokh win if they control the central ground at the end of the battle and have taken half or more of the enemy gang Out of Action in melee — the rite fed all the way to its Peak. The defender wins if it still controls the centre at the end, or if it has taken the Blood Lord Out of Action and held the Blood Rite below its Peak for the whole battle — the rite starved.

REWARDS The Novokh log every skull reaped toward the Rite of the Hundredth Verse, a milestone counted in melee kills rather than credits. The defender gains reputation for surviving, or starving, a reaping line.

CONTROL TRACK A Novokh victory advances the dynasty's Control-Track claim on the district by one step — the reaping ground is consecrated. A defender victory takes the marker instead: the reapers were denied and driven off.