## SHROUDWEAVER WAR CELL

A Necron onslaught begins in silence and terror. It is rare for a Necron Lord to reveal his intent in an obvious fashion, for an enemy assailed unawares is an enemy already beaten. So it is that an initial strike will often be carried out under cover of darkness, when most living beings are at their lowest ebb and vulnerable to the tactics of terror. Darkness does not always coincide with Necron plans, and, on these occasions, the Necron Lord will have to create his own darkness.

## POINTS: 200 + MODELS

A Harbinger of Night devours light over a considerable distance, reducing blazing sunshine to a murky twilight, and overcast grey skies to abyssal darkness. Few living creatures can remain defiant before the Harbinger of Night's approach, for its power over the natural order of things awakens the deepest of primeval fears. Shielded by darkness and heralded with terror, the Necron harvest begins. When the skies clear once more, the battle is over.





## FORMATION:

1 Necron Lord (Harbinger of Night) 3+ Necron Warrior units

## SPECIAL RULES:

Strike Force: Each unit in a Shroudweaver War Cell must be deployed within 6" of another unit in the formation. If coming on from reserve, they must enter the table within 6" of the point entered by another unit from the Shroudweaver War Cell.

**Unnatural Darkness:** Enemies wishing to shoot at models belonging to the Shroudweaver War Cell that are within 12" of the Harbinger of Night must do so as if the the Night Fighting rules were in effect.

3+ Immortal units 0-3 Monoliths

**Onset of Terror:** At the start of the Shroudweaver War Cell's Shooting phase, all enemy units within 12" of the Harbinger of Night must immediately test as if they had suffered 25% casualties, with a -1 modifier to their Leadership value.

**Out of the Darkness:** The Shroudweaver War Cell grants your side the Ambush strategic asset.