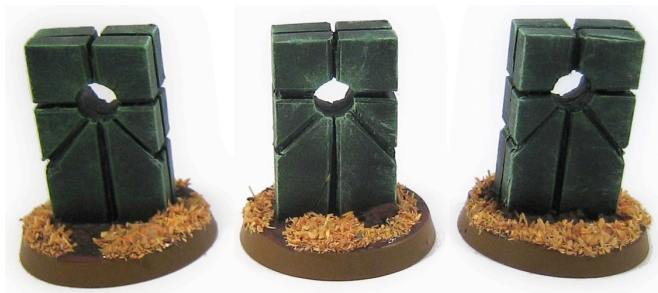# Summoning Core

NB: these rules are only compatible with the Necron Army Book found here.

The Summoning Core forms the nexus of an intangible Necron teleportation grid, allowing infantry units to relocate to any Summoning Core on the battlefield, as well as providing the necessary focal point for the resurrection of more advanced Necron soldiers. Necron Warriors and Wraiths can also channel energy through this network to dramatically increase their own power.

Special Rules

- Summoning Cores are stationary and cannot move. However, they may begin the game off-table and be teleported to a location of the player's choice (subject to normal Teleport rules).
- Any Necron infantry units may use a Summoning Core as a Portal as per the normal Portal rules.
- Any Necron Warrior unit within 15cm of a Summoning Core receives a +1 bonus to its Saving Throw.
- Necron Wraith units within 15cm of a Summoning Core gain a +1 bonus to their CAF.

Army Card

Unit	Contents	Break Point	Morale	VPs	Cost
Summoning Core	1 Summoning Core	Model	-	+2	150

Unit Statistics

Unit	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Summoning Core	0 cm	2+f	+0	None	-	-	-	-	Teleport, Portal (Infantry), PD(6)