

NETEPIC 5.0 ARMY BOOK

NETEPIC



BY THE NETEPIC DISCUSSION GROUP

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Background

Resting forever on Tomb Worlds, Necrons are the last remains of a race once composed of living creatures, but whose members decided to reincarnate into artificial bodies in hope of eternal life.

Necrons are inheritance of an older age, when the Necrontyrs battled with the Ancients, creators of many sentient races through the galaxy. Necrons could not accept the Ancients' near immortality while they were doomed to a short, degenerated life. Envy turned into hatred and hatred turned into war. Necrontyrs would destroy the Ancients and their creations. The conflict set the galaxy ablaze. Both races faced extinction.

Necrontyrs then discovered the immense power of strange stellar beings. They called them C'tan and revered them as gods. C'tan would bring them victory. Even better, C'tan would bring them immortality. It's unclear whether Necrontyrs fully understood the deal proposed by C'tan or not; yet, they accepted it. Their consciousness was transferred into artificial bodies, mechanical constructs known as Necrons, dulling their minds and senses in the process. The new race utterly destroyed the Ancients.

Their victory was complete although gained through a terrible cost. C'tan now had a lust for power and fought each other. Terrible entities had been unleashed from the Warp and threatened all living beings C'tan were feeding from. Surviving C'tan decided to enter stasis and wait until sentient life would teem again.

Now, after eons of silence, Necrons are starting to awake from their Tomb Worlds. Two of the four remaining C'tan are active. Following their own undecipherable goals, they attack distant worlds without warning. Their advanced and ancient technology is no match for younger races. It allows them to teleport almost at will, repair damage to their strange Necrodermis bodies in an instant, and give them access to those Gauss weapons able to tear flesh and Adamantium with equal ease.



The Necron Army

There is no Standard Army / Codex Army difference for Necrons. All (100%) of your points must come from this book. Since all living things are regarded as prey you may not have allies.

Note: The Necron army list is new and should be considered optional. You must have the permission of your opponent before crushing him with them...

Building a Necron Army

A Necron Army is built following the same rules as other forces. You may purchase Company, Support and Special cards up to the nominated point limit of the battle. For each Company card selected you may take up to 5 Support and 1 Special Card worth of units.

Optional Rule: Tomb World

Sometimes a battle with Necrons takes place on a Tomb World, a desert world where Necrons have slept in stasis for millennia. So close to their underground bases, Necrons fight with a renewed energy.

On a Tomb World, ignore Phase Out rules. Plus, per 2'000 points of the Necron Army, you can either install one Portal (Knight) or two Portals (Vehicle) on terrain features, for free. Those portals can't be destroyed unless the terrain feature itself is removed through a special effect. Yet, a battle on a Tomb World usually means Necrons are reacting to intruder invasion. They don't have time to activate their largest units. As a result, a Necron army fighting on a Tomb World can include no unit of Titan / Praetorian size.



Special Rules

Necrons

All units from this list are both **Fearless** and **Inorganic** as per NetEpic Core rules.

Living Metal

Possibly the most terrifying Necron characteristic is their ability to regenerate from nearly any damage and return to fight once more – faculty granted by the Necrodermis alloy they are created from, combined to nanometric scarabs constantly repairing their structure. Most Necron units benefit from an unnatural resistance to damage, translated in game mechanics through a fixed saving throw. This ability is already included in each unit's profile.

Gauss Technology

Many Necrons carry a Gauss weapon. Scholars have identified a number of different versions but they all rely on the same technology, an accelerated energy beam able to utterly destroy any target down to molecular level. All Gauss Weapons have a save modifier of -1 or better. This bonus is already included in each unit's profile.

Reserves

Nobody knows where Necrons come from, as they appear and disappear without warning. Their mastery of teleportation gives them opportunities for tactical redeployment and an optimal allocation of their forces.

During army setup, any number of units may be kept in Reserves as long as there are Portals (see below) large enough for them deployed on the battlefield. Reserves refer to a place far from the actual battle, perhaps in the depths of a Tomb World thousands of light-years away; the exact location is not important. Units in Reserve receive orders normally. They are unable to attack or to be attacked in any way while in Reserve. Each unit is activated as usual and may reach the battlefield through a Portal during its activation.

Portal

Necrons have no transports like lesser races, they use Portals instead. Portals are typically installed on Monoliths but other passages have been spotted on larger units and even on Tomb World structures. Crossing a Portal allows a unit to move into or out of Reserves. Crossing a Portal costs 5 cm of movement for the crossing unit and nothing for the unit carrying the Portal. A Portal may be used regardless of the movement of carrying unit. There is no limit to the number of units crossing a single Portal in a given turn, and a single unit may also cross several Portals during its activation. Destroying a Portal has no effect on units that crossed it earlier; yet, if a unit in Reserve has no means of reaching the battlefield because all Portals it could use have been destroyed, it is immediately destroyed too.

Portals are of different size and each unit description mention the largest pinning class allowed. For example, a Portal (Vehicle) means that any unit of Vehicle size or smaller may use this Portal.

Unless specified otherwise, units exiting from a Portal must be placed within 1 cm of the unit carrying the Portal and in its front arc. On terrain features, units must appear within 1 cm of the Portal.

Phase Out

Necron forces act as wheels of a complex war machine but sometimes vanish without warning. For this reason, Support Cards add to the Break Point and Victory Points of the Company they are attached to. The result needs to be computed before battle begins. For all other intents and purposes, Support cards form their own detachments and are separate from other units in the army, as usual.

Once the break point of the combined Company is reached, the whole group immediately withdraws to a safe place through teleportation. All remaining forces of the broken group are removed and count as destroyed. The Necron opponent is awarded Victory Points for the company and its support cards.

When a company phases out, other companies and their respective support cards are unaffected. Units purchased through Special Cards are unaffected as well, no matter their original company. Yet, the loss of Portals due to Phase Out can cause catastrophic chain reactions!

Necron Victory Points

Necrons are ancient beings whose goals are totally inscrutable to any living creature in the galaxy. Yet, Necron commanders know the best ways to fight the younger races in battle. They understand the value of supply lines or communication towers, and they know, for example, how to launch a raid against a stronghold to recover elements of Necron technology fallen into the wrong hands. For this reason, despite their strangeness, Necrons fight and score VP as any other faction through the destruction of enemy forces and the holding of objectives.

Necrons and Tyranids

Tyranids are ill-suited to fight Necrons since they lack any biological value. Tomb Worlds are also dust deserts poor in resources. Tyranids do not score additional Victory Points when Necrons phase out. However, they receive the usual double VP for destroying units purchased as Special Cards.

Note that Tyranids may have trouble to win low point battles since they do not score VP for objectives. This is not specific to Necrons but worsened in this case. To balance this, if in any End Phase there is nothing but Special Card units on the table for the Necron side, the Tyranid player is immediately granted victory irrespective to the VP level of each army.



Sample Army: Death Metal

	Army Card	Cost	Notes
1)	Warrior Legion	850	Break Point 27, VP 19
	Destroyer Eques	300	
	Tomb Spyder	50	
	Wraith Phalanx	150	
2)	Monolith Egressor	800	Break Point 8, VP 18
	Pylon	250	
	Tomb Golem Triceps	150	
	Tomb Stalker Titan	450	Break Point 1, VP 5
	Total	3000	

This sample army is made of two companies. The first one has a combined break point of 27 before phasing out (see Necron special rules above) and is worth 19 VP. The second has a combined break point of 8 before phasing out and is worth 18 VP. The Tomb Stalker is a lone Titan whose break point is the model itself. It is worth 5 VP.

Unit Descriptions

Special abilities applying to each unit are listed under its description. Abilities not detailed in each unit are described in NetEpic core rules.

Infantry

Necron Warriors are the backbone of the Necron army. They are numerous and provide strong fire support with their Gauss Flayers. Their bodies allow them to sustain massive damage and continue functioning.



Necron Immortals were among the first Necrontyrs to give up their flesh and embrace the metal. They are more durable, heavy variants of the Warrior and wield Gauss Blasters.

Flayed Ones are capable melee fighters with claws and blades able to flay a man alive in seconds. They sometimes adorn themselves with still wet pieces of skin and hide from their latest victims and are a terrifying sight to behold. Flayed Ones frequently serve as scouts, sneaking ahead of the main Necron force to gain the element of surprise.

- **Infiltration.**
- **Fear.**

Pariahs are the ultimate Necron evolution, created from Necrodermis and selected human victims. Each Pariah wields a deadly war scythe with a built-in Gauss Blaster. They radiate an unnatural aura that severely unnerves their enemies. Since they are partly human, they are unable to self-repair like other Necrons.

- **Elite.**
- **Soulless:** Any unit within 25 cm of Pariah count as having a Morale value of 4, unless it was already worse.
- **Psychic abominations:** Pariahs are able to adversely affect Psykers with their powerful emanations of dread. Any enemy Psyker within 25 cm of a Pariah stand may only use psychic powers if he first rolls 5+ on a D6.

Necron Lords are the commanders of Necron forces, chosen due to being one of the few Necrons to retain sentience. They are apt commanders, increasing the efficiency of nearby Necrons through advanced equipment like the Resurrection Orb. Necron Lords are ranked in staged levels of importance, ranging from strike force level bronze lords to Platinum level overlords. They are sometimes mounted on the same platforms than Destroyers (see below) and then count as Cavalry.

- **Command.**
- **HQ.**
- **Combat Leader.**

Wraiths hover over the battlefield. These ghostly creatures lack legs but are able to phase in and out of reality, allowing them supernatural speeds.

- **Hard to Hit.**
- **Phase shift:** Wraiths ignore terrain effects during their movement. Wraith can enter impassable terrain but can't end their movement in it.

Cavalry



Destroyers appear like the strange fuse of a Necron Immortal and a hovercraft platform. They wield Gauss Cannons and sophisticated targeting systems.

- **Skimmer.**

Heavy Destroyers: they are more powerful versions of the Destroyers, carrying the dreaded Heavy Gauss Cannon.

- **Skimmer.**

Tomb Spiders are large spider-like robots whose task is to maintain Necron tomb complexes. In battle, they augment the self-repairing factor of nearby Necrons.

They can also use their internal systems to manufacture clouds of Scarabs, small beetle-like robots, to engage nearby enemies.

- **Skimmer.**
- **HQ.**
- **Auto-repair:** friendly infantry stands within 15 cm of a Tomb Spider improve their fixed save by +1 (no matter how many Tomb Spiders wander around.) If they lack a fixed save, Auto-repair has no effect.

Vehicles

Obelisks are strange constructs over a square base sharing the same crystal matrix than Monoliths. Formations of Obelisks provide support to infantry or perform raids deep in enemy lines.

- **Skimmer.**
- **All-Around Armor.**
- **Teleport.**
- **Ignore Cover:** The Flux Arc fired by Obelisk ignores to-hit modifiers for cover.



Knights

Tomb Golems appear like scaled up Necron warriors of antique design and tower above Necron hordes. Rarely seen in Necron raids, they are more frequently encountered by unlucky explorers desecrating a Tomb World. They are armed with a Gauss weapon of tremendous proportions, but carry it as a gun instead of having the weapon built-in in the arms like Imperium Knights – a hint that Tomb Golems may have other purposes out of the battlefield.

- **Gauss Bane:** this powerful rifle is the most destructive anti-tank weapon of the Necron arsenal out of Titan weapons. Yet, it has a limited arc of fire. The two attack dice of the Bane must be allocated to a single target.

C'tan Nightbringer: The Nightbringer is the mightiest C'tan to have ever existed and became a bane for all sentient creatures, including other C'tan. The Nightbringer may use one of the following Psychic powers once per turn:

- **Gaze of Death:** in the First Fire segment, place a Barrage template anywhere within LoS of the Nightbringer. Any unit more than half covered by the template suffers 8 BP with a -6 TSM. The attack causes D6 wounds on multi-wound creature. The Gaze of Death is a physical psychic attack.
- **Ætheric Tempest:** in the First Fire segment, Place the large 12 cm barrage template centered on the Nightbringer. All Vehicle class units and smaller are hit automatically with no TSM. The Ætheric Tempest is a physical psychic attack.

The Nightbringer is not destroyed after a failed save or a defeat in close combat. Each time the Nightbringer should be destroyed by a ranged weapon, give it a damage counter instead. If the C'tan is defeated in close combat it takes a number of damage counters equal to the difference in the scores. In the end phase, each damage counter inflicted this turn may be removed with a roll of 4+. Damage counters not removed just add up to the ones received on previous turns.

If the Nightbringer has 6 or more damage counters after its repair attempt, then it is truly destroyed as its Necrodermis body explodes. Remove the model from play. All models within 1D6 cm must make an unmodified save to avoid destruction.

- **C'tan:** you can only have one C'tan in your army.
- **Skimmer.**
- **Command.**
- **Psychic Save (2+)**
- **Terror.**
- **All-Around Armor.**
- **Psychic powers,** see above.



C'tan Deceiver: The Deceiver is a master manipulator. He is rumored to have “offered” Necrontyrs their new bodies and to have fomented a war among the C'tan only to rule after they have killed each other. The Deceiver may use one of the following Psychic powers once per turn:

- **Deceive:** at the end of the Order Phase, pick an enemy unit with an order counter within LoS and place a new order counter next to it (Charge, First Fire or Advance.) This new counter will be the real order of the unit this turn, regardless of what its original order has been. Then roll 2D6: if the result is greater than the number of models affected so far, you can use Deceive on a new unit. Titans / Praetorians count as 10 models for this purpose. Deceive has no effect on units that do not receive regular orders (Avatar, Command units...) Once all order counters have been placed, victims are allowed a psychic save. *For example, the Deceiver puts a Charge order on a Land Raider squadron with 2 models left. A 2D6 roll gives 11 and the Deceiver can go on. A First Fire order is put on a Space Marine Assault detachment with 6 stands. The 2D6 rolls now gives a 7, less than the 8 models affected so far (2 Land Raiders then 6 Assault stands). The psychic power cannot be used any further this turn.*
- **Misdirect:** this power must be used at the beginning of the Close Combat phase when the Deceiver is engaged by enemy units. The Deceiver leaves close combat before it is resolved. Place it within 10 cm of its current position but at least 1 cm away of any enemy unit and out of any impassable terrain. If no suitable location can be found, the power fails.

The Deceiver is not destroyed after a failed save or a defeat in close combat. Each time the Deceiver should be destroyed by a ranged weapon, give it a damage counter instead. If the C'tan is defeated in close combat it takes a number of damage counters equal to the difference in the scores. In the end phase, each damage counter inflicted this turn may be removed with a roll of 4+. Damage counters not removed just add up to the ones received on previous turns.

If the Deceiver has 4 or more damage counters after its repair attempt, then it is truly destroyed as its Necrodermis body explodes. Remove the model from play. All models within 1D6 cm must make an unmodified save to avoid destruction.

- **C'tan:** you can only have one C'tan in your army.
- **Skimmer.**
- **Command.**
- **Psychic Save (2+)**
- **All-Around Armor.**
- **Psychic powers,** see above.

Super-Heavies

Monolith is often the first and most frightening sight of a Necron invasion. This huge pyramid-shaped war engine far more dangerous than it seems for its Portal is an exit gate for Necron legions.

- **Particle Whip:** this turret-mounted weapon has two fire modes, spread or focused. It can't use both in a single turn. The spread mode fires a barrage which is not combined to barrage fired by other Monoliths.
- **Heavy Skimmer:** the Monolith moves as a Skimmer but is unable to perform pop-up attacks.
- **All-Around Armor.**
- **Teleport.**
- **Point Defense (6).**
- **Portal (Infantry):** see Necron special rules.



Pylons: these huge defense platforms are spread through the galaxy and appear like harmless ruins or stay buried in the ground until they activate. Then, Pylons are able to take down orbiting spacecraft and ground units alike.

- **Slow:** Pylons move only in a limited manner. They can move up to 10 cm on Charge Orders only.
- **Heavy Skimmer:** the Pylon moves as a Skimmer but is unable to perform pop-up attacks.
- **All-Around Armor.**
- **Teleport.**
- **Advanced Anti-Aircraft:** the Particle Accelerator counts as an Anti-Aircraft weapon, but suffers no penalty to hit ground targets.
- **Point Defense (10).**

Other

Scarab Swarms: Scarabs are small beetle-like robots constantly repairing damaged Necrons. Skimming silently in the empty corridors of Tomb World Necropolis, they number among the countless mechanical servitors Necrons used for maintenance over the millennia. Yet, they also accompany their masters in battle and sometimes drown enemy units under their claws. You need infantry to use Scarab Swarms.

Scarab Swarms are purchased as Support cards and add 1 VP to the company they are attached to. They bring in two Scarab tokens that can be used by any infantry stand in the company or in support cards attached to the company. Each token can be used in two ways:

- **Repair:** use a token to re-roll a fixed save on any Infantry-sized stand. A save can only be re-rolled once.
- **Assault:** use a token to attack the enemy. Place a barrage template within 25 cm of a Necron infantry stand. Each enemy model under the template suffers 4 BP ignoring cover with no TSM. A single infantry stand can only “send” one Scarab Swarm per turn this way.



Titans & Praetorians

Necron Titans & Praetorians can wreak havoc while absorbing a disheartening amount of return fire. They all share the following special abilities:

- **Heavy Skimmer:** Titans & Praetorians move as Skimmers but are unable to perform pop-up attacks.
- **Agile.**
- **Psychic Save (4+)**
- **Reinforced Necrodermis:** Necron do not use shields but rely instead on reinforced Necrodermis, giving them extreme resistance. The damage roll bonus given by Penetrating (+X) weapon is ignored against Reinforced Necrodermis; treat these hits as regular hits instead. Other special damage-dealing abilities, like a grab attack, retain their full effect though.
- **Necrodermis Strength:** A Necron Titan/Praetorian has a Necrodermis Strength value, representing the countless nanometric scarabs constantly repairing the structure at molecular level. Damage may increase to the point they are unable to mend the armor fast enough and it's only then that real damage occurs. Necrodermis offers a global protection against ranged weapons. When a weapon hits, ensure the hit lands on an actual location of the template. If it is the case, then it weakens the resistance of the war machine. The Strength decreases by an amount equal to the TSM of the weapon. If reduced to zero, the hit is carried out with its remaining TSM. The Necrodermis Strength has no effect on close combat.
For example, a Tomb Stalker with 4 points of Necrodermis Strength left is hit on the Hull by a laser cannon (-2 TSM). It loses 2 Strength points and the attack is stopped. Later in the turn, a Leg is hit by a siege mortar (-3 TSM): the two remaining Strength points are now gone but it's not enough to stop the impact. A hit with -1 TSM is resolved on the Leg location.
Obviously, a weapon with no TSM cannot damage a Necron Titan/Praetorian unless its Necrodermis Strength has been depleted first.
Each Necrodermis Strength point lost may be restored in the End Phase through a Repair roll.

Tomb Stalker

Tomb Stalkers appears as a giant Tomb Spydery armed with claws and larger versions of the Particle Projector. They are the most frequent war machines employed by Necrons in defense of their tomb worlds, but also appear in large-scale invasions, as survivors of Medusa IV can testify. The Gauss Blaster and Conversion Beam cannon have a 180° fire arc to the front of the Tomb Stalker.

- **Gauss Blaster:** the weapon combines a Gauss Weapon with a Power Claw. The Gauss Blaster may be fired in the Shooting Phase or used as a Power Claw in close combat, but not both in the same turn. When winning a Close Combat, the Power Claw allows a grab attack at +1 against a Titan / Praetorian. If the player wishes to make a grab attack, he must select a damage location chart and roll a D6 with a +1 modifier. The defending player rolls a D6 with no modifiers. If the Tomb Stalker scores higher, the location the player selected receives the most damaging result. If the result is a tie the defender has slipped out of the grasp, but receives normal damage (resolve normally by rolling once on the damage table for that location). If the defenders score is higher, it has broken free and receives no damage. A Tomb Stalker in base-to-base contact with buildings may elect, in addition to normal attacks, to hit the building once. The building must make a save at -4 TSM or be destroyed.
- **Conversion Beam Cannon:** the power of the Conversion Beam is random, hinting that the Beam may not be designed for battle – or that Tomb Stalkers did not pass through the ages unscathed. After each hit, roll a die to know the TSM of the attack. Each attack die has its own TSM, even if they hit the same target.

Warbarque

The Warbarque is a rare occurrence in Necron armies, since it's used only for full-scale invasion of a world. The Warbarque is a miracle of technology, able to teleport itself and carrying a large Portal, acting as an entry point for a complete Necron force. The very existence of the Warbarque proves that no world is out of reach from Necrons.

- **Teleport.**
- **Portal (Super-Heavies):** see Necron special rules.
- **Dimensional Shift:** the Warbarque is able to extend the rift in reality as it appears. The Dimensional Shift may only be fired once per battle on the turn the Warbarque appears through Teleportation. It can't be fired if the Warbarque doesn't use Teleportation. The Dimensional Shift is fired in the First Fire segment.
- **Engine of Destruction:** You may have only one Engine of Destruction in your army.

Abattoir

The Abattoir is a structure massive beyond relief, transported on worlds Necrons have decided to “harvest”. Dropping from low orbit, it looks like a floating pyramid with thousands of tentacles underneath. The Abattoir is exceedingly rare since it was mostly designed to collect souls and fear to sustain the C’tan. An activated Abattoir is a terrifying sight, drifting over the ground while its tentacles rip and fire energy beams on all living things.

The Abattoir has the same location template for front, sides and rear. Its weapons have a 360° arc of fire.

- **Deep Strike.**
- **Portal (Cavalry):** see Necron special rules. The Abattoir features four Portals, one in each side.
- **Command,** except on the turn the Abattoir comes into play via Deep Strike.
- **Scarab Swarms:** the Abattoir can fire three barrage templates a turn. Those barrages are resolved separately and templates do not need to touch each other. They ignore cover.
- **Harvesters:** the tentacles covering the underneath of the Abattoir make up a single weapon known as the Harvesters. They ignore cover. While Harvesters aren’t destroyed, the Abattoir can’t be outnumbered by anything smaller than Titans or Praetorians. Smaller units do not generate additional Close Combat dice for fighting the Abattoir together. Moreover, Harvesters can neutralize a single weapon from each Titan opponent the Abattoir is in contact with before the combat begins. The weapon is chosen by the Necron player and may be a ranged weapon or a close combat weapon. If the Abattoir wins, the Necron player is granted an additional damage roll on the weapon table. Both damage rolls are at +2. All those abilities are lost if Harvesters are reduced to 0 attack dice.
- **Engine of Destruction:** You may have only one Engine of Destruction in your army.

Æonic Orb

The Æonic Orb is so rare that its existence is only a rumor. Epitome of Necron technology, it is supposed to hold the power of a star in a Necrodermis containment chamber, the structure being carried by an anti-grav seat. The power the Orb is able to unleash can eliminate a Titan on a single shot; a small opening in the field is enough to hurl a stream of plasma annihilating anything along its path. Imperium scholars can only speculate over the kind of targets the Orb has been designed to destroy.

- **Plasma Reserve:** The Æonic Orb starts the game with 3 plasma counters in its reserve (the maximum). The Æonic Orb regenerates 2 plasma counters in each End Phase. Those counters are used to fire the Solar Flare and to power the Solar Burst. Unused plasma counters may be used on following turns.
- **Solar Flare:** The Solar Flare can fire multiple times as long as there are plasma counters available. You can distribute plasma counters between shots as you wish: 2 counters for a shot and 1 for another, 3 for a single shot, three shots with 1 counter each, etc. You may opt to save some counters for later. For each shot, check the weapon accordingly to the number of counters spent:

Plasma Counters	Range	Attack Dice	To-Hit Roll	TSM	Additional effects
1	60 cm	1	3+	-4	Pulse Level. Damages Buildings. Penetrating (+1).
2	120 cm	1	2+	-6	Focused Level. Destroys Buildings. Against a hit location template, 4 adjacent locations (up, down, left, right) suffer an additional hit at -3 TSM. Penetrating (+1) against all locations.
3	180 cm	2	2+	-6	Maximum Level. As Focused, but with two attack dice (and therefore two possible hits). Attack dice must be allocated to the same target.

Against a hit location template, roll for deviation as usual, in order to find the “main location” of the plasma beam. If the shot ends in an empty space, then no damage is inflicted. If a real location is hit, four adjacent locations are hit as well. On Maximum Level (3 plasma counters), roll for deviation of each hit separately.

The Solar Flare has an arc of fire of 180° to the front.

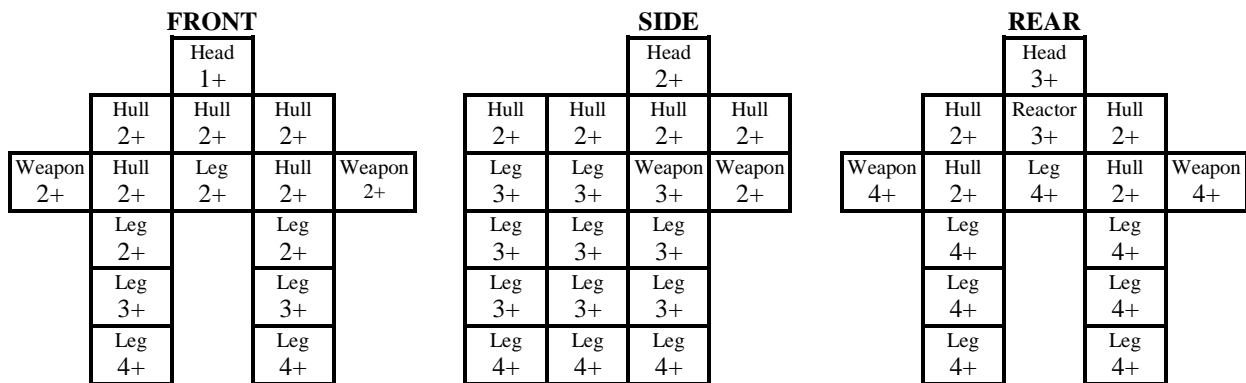
- **Solar Burst:** the Æonic Orb is able to fire a spray of plasma on a single zone. The Solar Burst may be fired after all Solar Flare attacks have been resolved and only if there is at least one plasma counter left in the reserve, but firing the Solar Burst costs no plasma counter. The Solar Burst fires only once per turn. The weapon ignores to-hit modifiers for cover and has an arc of fire of 180° to the front.
- **Command.**
- **Engine of Destruction:** You may have only one Engine of Destruction in your army.

Tomb Stalker Template

Move	CAF	Necrodermis Strength	Self-Repair	Notes
25 cm	+10	6	3+	Heavy Skimmer, Agile, Psychic save (4+), Ignores the Damage Bonus of Penetrating Weapons

Tomb Stalker weapons have a 180° arc of fire to the front of the Titan.
 Gauss Blaster may be fired in the Shooting Phase or used as a Power Claw in close combat, but not both in the same turn. When winning a Close Combat, the Power Claw allows a grab attack at +1 against a Titan / Praetorian.
 A Tomb Stalker in base-to-base contact with buildings may elect, in addition to normal attacks, to hit the building once. The building must make a save at -4 TSM or be destroyed.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Gauss Blaster	50 cm	6	5+	-1	May be used as a ranged weapon or as a Power Claw (grab attack +1) but not both in the same turn.
Conversion Beam Cannon	100 cm	2	4+	-D6	Roll for TSM after each hit



<p>Head</p> <p>1-2 Sensors damaged. Until repaired, the Tomb Stalker CAF is +5 and it may only move or fire if you roll a 4+ on a D6.</p> <p>3 Sensors damaged. CAF is now +5 for the rest of the game and the Agile ability is lost.</p> <p>4-5 Sensors blown off. The Tomb Stalker CAF is now +5 and it may only move or fire if you roll a 4+ on a D6. Agile ability is lost.</p> <p>6 Head explosion. The Tomb Stalker collapses. Roll a scatter die for direction and determine which units are underneath. Knight-class and larger models take a hit at -3 TSM, and smaller units are destroyed with no save.</p>	<p>Reactor</p> <p>1-2 Reactor damaged. The Tomb Stalker may not move, fire or repair other damage until the reactor is first repaired.</p> <p>3-4 Reactor damaged. If the reactor is not repaired in the End Phase, it explodes as 5-6 below.</p> <p>5-6 Reactor explodes! The Tomb Stalker is removed. All models within 2D6 cm are automatically hit and must make an unmodified save to avoid destruction.</p>
<p>Weapon</p> <p>1-2 Weapon damaged. The weapon cannot fire until it is repaired.</p> <p>3-4 Weapon destroyed.</p> <p>5 Weapon is blown off the Tomb Stalker and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction.</p> <p>6 Same as 5, but there is a flashback to the Tomb Stalker's hull. Roll for damage on the Hull table.</p>	<p>Leg</p> <p>1-2 Leg damaged. Speed drops by 5 cm until the damage is repaired</p> <p>3-4 Leg crippled. Speed drops by 5 cm.</p> <p>5 Leg destroyed. Tomb Stalker may not move but may turn on spot. If the Tomb Stalkers suffers three "Leg destroyed" results, it falls to the ground and is destroyed.</p> <p>6 Same as 5, but there is a flashback to the Tomb Stalker's hull. Roll for damage on the Hull table.</p>
<p>Hull</p> <p>1-7 The hull is weakened. Add +1 to any further damage rolls against the hull.</p> <p>8+ A massive explosion rips a huge hole in the hull, destroying the Tomb Stalker.</p>	

Warbarque Template

Move	CAF	Necrodermis Strength	Self-Repair	Notes
20 cm	+8	6	4+	Heavy Skimmer, Agile, Teleport, Psychic save (4+), Ignores the Damage Bonus of Penetrating Weapons, Portal (Super-Heavy)

Warbarque weapons have a 360° arc of fire.
 The Dimensional Shift is a one-shot weapon that can only be fired the turn the Warbarque is brought into play through Teleportation. It can't be fired if the Warbarque doesn't use Teleportation.
 The Dimensional Shift is fired in the First Fire segment.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Gauss Turret	50cm	2	4+	-2	
Electro-Hull	15cm	4	6+	0	Ignore covers
Dimensional Shift	10cm	6 BP	4+	-3	Fired in the FF segment when Warbarque appears, one-shot weapon

FRONT

	Bridge 1+	
Hull 2+	Hull 2+	Hull 2+
Hull 2+	Portal 3+	Hull 2+
Hull 2+	Portal 3+	Hull 2+
Hull 2+	Anti-G 2+	Hull 2+

SIDE

	Bridge 3+			
Hull 3+	Hull 3+	Hull 3+	Hull 3+	Hull 3+
Hull 3+	Hull 3+	Hull 3+	Hull 3+	Portal 4+
Anti-G 4+	Anti-G 3+	Hull 3+	Hull 3+	Portal 4+
Anti-G 4+	Anti-G 3+	Hull 3+	Hull 3+	Hull 3+

REAR

	Bridge 4+	
Hull 4+	Hull 4+	Hull 4+
Hull 4+	Anti-G 4+	Hull 4+
Anti-G 4+	Anti-G 4+	Anti-G 4+
Anti-G 5+	Anti-G 5+	Anti-G 5+

<p>Bridge</p> <p>1-2 The robotic mind is confused. Turn the Warbarque in a random direction. It may not move until repaired.</p> <p>3-4 Targeting systems is damaged. Until repaired, the Warbarque can only fire its Electro-Hull.</p> <p>5-6 The Bridge is destroyed. The Warbarque moves 2D6 cm in a random direction then explodes. Any model under its final location suffers a single hit with no TSM.</p>	<p>Anti-Grav System</p> <p>1-2 Speed drops by 10cm.</p> <p>3-5 The Warbarque falls to the ground. It can no longer move and does not count as a skimmer anymore. If the Warbarque was hovering over impassable terrain, treat this as 5-6 instead. Further damage to the Anti-Grav System is rolled on the Hull table instead.</p> <p>6 The Warbarque crashes spectacularly and is destroyed.</p>
<p>Hull</p> <p>1-7 The hull is weakened. Add +1 to any further damage rolls against the hull.</p> <p>8+ A massive explosion rips a huge hole in the hull, destroying the Warbarque.</p>	<p>Portal</p> <p>1-2 Generator damaged. The Portal may not be used until repaired.</p> <p>3-4 Generator shut down. The Portal may not be used anymore. Roll further damage for this location on the Hull table instead.</p> <p>5-6 The frame of the Portal breaks, letting loose the dimensional gate. The Abattoir implodes and its remnants get absorbed in the portal before it closes. Any vehicle or troop stand within 2D6 cm is hit on a 4+ and sucked into the portal too (no save!) Larger models are unaffected.</p>

Abattoir Template

Move	CAF	Necrodermis Strength	Self-Repair	Notes
15 cm max	+16	10	4+	Heavy Skimmer, Agile, Psychic save (4+), Deep Strike, Command (except on the turn it arrives via deep strike), Portal (Cavalry), Ignores the Damage Bonus of Penetrating Weapons

Abattoir weapons have a 360° arc of fire.

Harvesters prevent the Abattoir to be outnumbered by anything smaller than Titans or Praetorians. Smaller units do not generate additional Close Combat dice for fighting the Abattoir together. Moreover, Harvesters can neutralize a single weapon from each Titan opponent the Abattoir is in contact with before the combat begins. The weapon is chosen by the Necron player and may be a ranged weapon or a close combat weapon. If the Abattoir wins, the Necron player is granted an additional damage roll on the weapon table. Both damage rolls are at +2. All those abilities are lost if Harvesters are reduced to 0 attack dice.

The Abattoir features four portals, one in each face.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Harvesters	20 cm	18	3+	-1	Ignores cover, see special rules
Scarab Swarms	45 cm	4 BP	5+	0	Ignores cover, fires three times a turn

FRONT / SIDE / REAR

									Crystal 1+									
						Hull 1+	Hull 1+	Hull 1+										
			Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+									
Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+	Hull 1+								
Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Portal 3+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+									

<p>Crystal</p> <p>1-2 Temporary blindness. The Abattoir is unable to decide where it should continue the harvest. The Abattoir may not move until the damage is repaired.</p> <p>3-4 Fissure. As 1-2 above. Automatic repair systems struggle to fill in the crack before it widens under the pressure of the immense energy contained within the Crystal. If the fissure is not repaired in the End Phase, it becomes a split as 5-6 below.</p> <p>5-6 Split. The Crystal conveys an energy burst deep in the core of the Abattoir. Roll on the Inner Chamber table.</p>	<p>Portal</p> <p>1-4 The Portal on this side is destroyed. Roll further damage for this location on the Hull table instead. If the Portal was the last active one of the Abattoir, the delicate field machinery implodes. Roll on the Inner Chamber table.</p> <p>5-6 As 1-4 above but a chain reaction occurs. Roll for damage again for an active Portal located in another side. Decide randomly if more than one Portal is eligible.</p>
<p>Weapon</p> <p>1-2 Scarab Generator damaged. The Abattoir cannot fire Scarab Swarms until the damage is repaired.</p> <p>3-4 Harvesters malfunction. The Harvesters lose 3D6 attack dice. Each attack dice lost in this manner may be restored in the End Phase through a Repair roll.</p> <p>5 Scarab Generator destroyed. The Abattoir cannot fire Scarab Swarms and its repair roll is now 6.</p> <p>6 Harvesters crippled. The Harvesters lose 3D6 attack dice.</p>	<p>Inner Chamber</p> <p>1-2 Energy shutdown. Command ability lost. The Abattoir CAF is reduced to +8 for the rest of the game and Harvesters lose 3D6 attack dice.</p> <p>3-4 The Abattoir enters in a fatal frenzy and attacks every model within 20 cm, friend or foe, with a single Harvester attack die (if the weapon has any attack dice left). Then it crumbles on the ground. Replace the Abattoir with a ruin.</p> <p>5-6 The Abattoir explodes spectacularly. All models within 2D6 cm are hit automatically and must make a save at -2 to avoid destruction. All buildings in the area are destroyed. Replace the Abattoir with a crater.</p>
<p>Hull</p> <p>1-7 The hull is weakened. Add +1 to any future damage rolls against the Hull.</p> <p>8+ A massive explosion shakes the Abattoir and damages the Inner Chamber. Make a roll on the Inner Chamber table</p>	

Æonic Orb Template

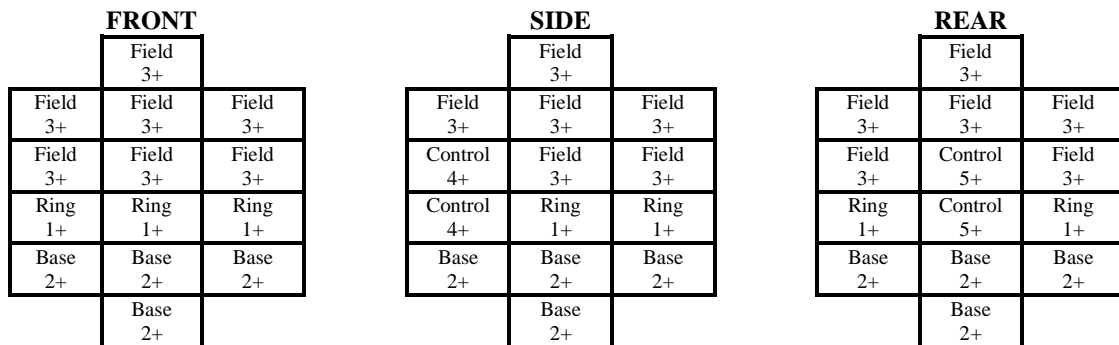
Move	CAF	Necrodermis Strength	Self-Repair	Notes
20 cm max	+10	8	4+	Heavy Skimmer, Agile, Psychic save (4+), Command, Ignores the Damage Bonus of Penetrating Weapons

The Æonic Orb starts the game with 3 plasma counters in its reserve (the maximum). The Æonic Orb regenerates 2 plasma counters in each End Phase. Those counters are used to fire the Solar Flare and the Solar Burst.

The Solar Flare can fire multiple times as long as there are plasma counters available. You can distribute plasma counters between shots as you wish: 2 counters for a shot and 1 for another, 3 for a single shot, three shots with 1 counter each, etc. You may save counters for later turns. For each shot, check the weapon profile accordingly to the number of plasma counters spent.

The Solar Burst fires once, after all Solar Flare attacks have been resolved, and only if there is at least one plasma counter left in the reserve.

Weapon	Plasma Counters	Range	Attack Dice	To-Hit	TSM	Notes
Solar Flare	1	60 cm	1	3+	-4	Pulse Level. Damages Buildings. Penetrating (+1).
	2	120 cm	1	2+	-6	Focused Level. Destroys Buildings. Against a hit location template, if the attack does not end in an empty space, 4 adjacent locations (up, down, left, right) suffer an additional hit at -3 TSM. Penetrating (+1) against all locations.
	3	180 cm	2	2+	-6	Maximum Level. As Focused, but with two attack dice (and therefore two possible hits). Attack dice must be assigned to the same target.
Solar Burst	0*	30 cm	10 BP	2+	-2	Ignores Cover. *Requires a plasma counter in the Reserve. No counter is spent. The Solar Burst fires only once per turn.



<p>Containment Field</p> <p>1-3 Minor power leak. Until repaired, the Solar Flare may not fire at Maximum Level.</p> <p>4-5 Major power leak. Until repaired, the Solar Flare may only fire at Pulse Level.</p> <p>6 Field Breach. The plasma reserve of the Solar Flare is depleted. All remaining plasma counters are lost. A burst of plasma engulfs the Æonic Orb. Roll for damage on the Power Ring table.</p>	<p>Power Ring</p> <p>1-2 Misalignment. The Solar Flare suffers a -2 penalty on all To-Hit Rolls until the damage is repaired.</p> <p>3-4 Weakened Field. From now on, the Solar Flare regenerates only 1 plasma counter in each End Phase.</p> <p>5-6 The Ring races out of control and the Æonic Orb explodes. The field shuts down and plasma is unleashed in all directions. Each model within 2D6 cm is hit on a 5+ and must save at -3 TSM to avoid destruction.</p>
<p>Skimmer Base</p> <p>1-3 Stabilizers hit. All weapon ranges are halved until damage is repaired.</p> <p>4 The Orb cannot move until damage is repaired.</p> <p>5 The Orb falls to the ground before emergency systems are able to take over. It is destroyed.</p> <p>6 The Orb wanders out of control 2D6 cm in a random direction then crashes. Knight-class and larger models under its final location take a hit at -3 TSM; smaller units are destroyed with no save.</p>	<p>Orb Control</p> <p>1-2 Secondary controls destroyed. The Orb cannot fire the Solar Burst anymore.</p> <p>3-4 Primary controls destroyed. The Orb cannot fire the Solar Flare anymore.</p> <p>5-6 Generators destroyed. The Power Ring comes to a grinding halt. The Æonic Orb dwindles to the ground as its anti-grav system fails. It is destroyed.</p>

Necron Army Cards

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Warrior Legion	1 Necron Lord 3 Warrior Phalanx	19	-	11	850
Venator Legion	1 Necron Lord 2 Warrior Phalanx 1 Immortal Phalanx	17	-	12	900
Harvester Legion	1 Necron Lord 2 Warrior Phalanx 1 Flayed Ones Phalanx	17	-	10	800
Destroyer Legion	1 Destroyer Lord 2 Destroyer Eques 1 Heavy Destroyer Eques	13	-	11	850
Monolith Egressor	2 Monolith Triceps	5	-	10	800
Pylon Triceps	3 Pylons	2	-	9	650
Obelisk Praecursor	3 Obelisk Tetra	9	-	10	800

Support Cards

Infantry	Contents	Break Point	Morale	Victory Points	Cost
Warrior Phalanx	8 Necron Warrior stands	+6	-	+4	300
Immortal Phalanx	6 Necron Immortal stands	+5	-	+5	350
Flayed Ones Phalanx	6 Flayed Ones stands	+5	-	+4	250
Pariah Phalanx	4 Pariah stands	+3	-	+4	300
Wraith Phalanx	3 Wraith stands	+2	-	+3	150
Cavalry					
Destroyer Eques	6 Destroyer stands	+5	-	+4	300
Heavy Destroyer Eques	4 Heavy Destroyer stands	+3	-	+4	300
Tomb Spider	1 Tomb Spider stand	+1	-	+1	50
Vehicles					
Obelisk Tetra	4 Obelisks	+3	-	+4	300
Knights					
Tomb Golem Triceps	3 Tomb Golems	+2	-	+4	250
Super-Heavies					
Monolith Triceps	3 Necron Monoliths	+2	-	+3	450
Pylon	1 Necron Pylon	+1	-	+4	250
Other					
Scarab Swarms	2 Scarab Tokens	-	-	+1	50

Special Cards	Contents	Break Point	Morale	Victory Points	Cost
Nightbringer	1 C'tan Nightbringer	Model	-	7	700
Deceiver	1 C'tan Deceiver	Model	-	6	600
Tomb Stalker	1 Tomb Stalker Titan	Model	-	5	450
Abattoir	1 Abattoir Harvester Engine	Model	-	9	900
Æonic Orb	1 Æonic Orb	Model	-	7	650
Warbarque	1 Warbarque	Model	-	4	400

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Infantry									
Necron Lord	10 cm	4+f	+5	Staff of Light	25 cm	2	4+	-2	Command, HQ, Combat Leader
Necron Warrior	10 cm	5+f	+1	Gauss Flayer	50 cm	1	5+	-1	
Necron Immortal	10 cm	5+f	+1	Gauss Blaster	75 cm	2	5+	-1	
Flayed One	10 cm	5+f	+3	Claws	-	-	-	-	Infiltration, Fear
Pariah	10 cm	5+	+5	Gauss Blaster	50 cm	2	5+	-1	Elite, Soulless, Psychic Abomination
Wraith	30 cm	4+f	+5	Shock Lash	-	-	-	-	Hard to Hit, Phase Shift
Cavalry									
Destroyer	30 cm	5+f	+2	Gauss Cannon	50 cm	2	5+	-1	Skimmer
Heavy Destroyer	30 cm	5+f	+2	Heavy Gauss Cannon	75 cm	1	4+	-3	Skimmer
Destroyer Lord	30 cm	4+f	+5	Staff of Light	25 cm	2	4+	-2	Skimmer, Command, HQ, Combat Leader
Tomb Spider	15 cm	4+	+2	Scarab Swarm*	25 cm	4 BP	5+	0	Skimmer, HQ, Auto-Repair *Ignores Cover
Vehicles									
Obelisk	30 cm	3+ All Around	+2	Flux Arcs*	25 cm	4	5+	-1	Skimmer, Teleport *Turret, Ignores Cover
Knights									
Tomb Golem	20 cm	3+f	+5	Gauss Bane	25 cm	2	4+	-3	Penetrating (+1), Attacks a Single Target
Nightbringer	30 cm	4+f All Around	+10	Scythe	-	-	-	-	Skimmer, Command, Psychic Save (2+), Psyker, Terror, Can sustain 6 damage
Deceiver	30 cm	4+f All Around	+8	Hand of Fate	-	-	-	-	Skimmer, Command, Psychic Save (2+), Psyker, Can sustain 4 damage
Super-Heavies									
Monolith	30 cm max	1+ All Around	+4	Particle Whip* (spread) (focused)	75 cm 75 cm	4 BP 1	5+ 3+	-1 -3	Heavy Skimmer, Teleport, PD(6), Portal (Infantry) *Turret
Pylon	10 cm on charge	1+/3+f All Around	+6	Particle Accelerator *	120 cm	2	4+	-3	Heavy Skimmer, Teleport, PD(10) *Turret, Advanced Anti-Aircraft
Titans / Praetorians									
Tomb Stalker	25 cm	varies	+10	Gauss Blaster Conversion Beam	50 cm 100 cm	6 2	5+ 4+	-1 -D6	See rules
Warbarque	20 cm	varies	+8	Gauss Turret Electro-Hull Dimensional Shift	50 cm 15 cm 10 cm	2 4 6 BP	4+ 6+ 4+	-2 0 -3	See rules
Abattoir	15 cm max	varies	+16	Harvesters Scarab Swarms	20 cm 45 cm	18 4 BP	3+ 5+	-1 0	See rules
Æonic Orb	20 cm max	varies	+10	Solar Flare Solar Burst	varies 30 cm	varies 10 BP	varies 2+	varies -2	See rules

