

Necron V3.2

Necron Special rules

Strategy: 2

Initiative: 1+

Implacable Advance

Due to their almost robotic nature, Necron formations (With the exception of C'tan) never need to carry out action tests; they always carry out an action automatically. However, they can only choose to take **one** type of action: The *Implacable Advance*. The Implacable advance action allows the formation to regroup, and then it may *either* make one move and then shoot, *or* make a charge move and then fight an assault.

In addition, Necron formations are **not** allowed to retain the initiative.

Necron Reserves

Any Necron formation may be held back "in reserve" (with the exception of the Abattoir and Æonic Orb) if you are playing a Grand Tournament scenario. However, at least 50% of your formations **must** have entered play during the 1st turn. Note that formations that do not have the teleport ability will only be able to enter play through Portals.

Phase Out

Though Necron are not subject to fear, as others know it, they can be affected by losses as normal. Blast markers affect Necrons normally, causing them to become suppressed or broken as they accumulate. Once broken, Necrons act as normal in all ways (i.e. they fall back, are not able to take actions or lend supporting fire, etc.). However, in the **end phase** of the turn, instead of attempting to rally, remove the formation from the board, but keep it away from any destroyed units. The formation will automatically rally and lose **all** blast markers. On the following turn, it may re-enter by teleporting if they possess the ability, or through a *portal*. If no portal exists, or there are not enough portals to deal with all the off-table formations, then the formations must remain off the table until a portal is available for them to use.

With the exception of the C'tan, no Necron War Engines phase out.

Any Necron formation not on the board for any reason (either because it is in reserve, or is broken) is considered destroyed for the purpose of calculating a Tie Breaker, or the *Break Their Spirit* victory point.

Necron

Necron technology allows many of its units to repair themselves at an accelerated rate. This is reflected as the *Necron* ability in a unit's datasheet.

When a formation regroups, the formation may either remove blast markers, or return fallen units with the *Necron* ability to play up to the number of blast markers it could remove, or any combination of the two. For example, if you could remove 3 blast markers, you could remove 3 blast markers, or return 3 units to play, or remove two blast markers and return one unit, etc.

Units may only be returned to the formations that they were **originally** a part of. Formations may not add units beyond their original strength. Thus if you had 6 stands of Warriors and 3 Wraiths at the start of the game, that formation can never contain more than 6 stands of Warriors and 3 Wraiths.

Formations that are not on the board cannot return stands to play.

The Leader ability for the Necron reflects the ability to help other units self-repair.

Necron Technology

Portals: Certain units are equipped with Portals. Any formation that is in the reserve, or has been phased out, may enter play via a portal as part of their movement. Measure their movement using the portal bearing unit as a starting point. A portal may be used only once each turn.

Additionally, Necron technology allows them to synchronize portals. This allows any Necron formation completely within 15cm of a portal bearing unit to be taken off the table, and then returned to play via any other portal as above. This counts as the use of **both** portals for the turn.

Note that only Infantry (mounted or on foot), or Armored Vehicles with the *Walker* ability may use portals.

Living Metal

Units made of living metal receive their normal saving throw against Macro-Weapons, and Lance weapons. Any Titan Killer attacks are automatically reduced to Titan Killer (1) when resolving hits against Living Metal units, and Living Metal units are permitted a single armor save.

Necron Army List

Note: At least one formation in your army must contain a Necron Lord. No more than 1/3 of your points may be spent on Ware Engines. No formation may contain more than 16 units.		
Formation	Units and Costs	Upgrades
Phalanx	6-9 Warriors, +35 points each 1 Necron Lord, +25	0-3 Tomb Spydery, +100 points each 0-1 Pariahs, +40 points 0-2 Wraiths, +50 points each 0-3 Immortals, +40 points each
Venator (1 per Phalanx formation)	6 Flayed Ones, +200 points	0-1 Necron Lord, +25 0-3 Tomb Spydery, +100 points each 0-1 Pariahs, +40 points 0-3 Wraiths +50 points each
Eques (1 per Phalanx formation)	6 Destroyers, +300 points	0-1 Necron Lord, +25 0-3 Wraiths, +50 points each Any number of Destroyers may be replaced with Heavy Destroyers at no cost
Obelisk Recon	6 Obelisks, +300 points	None
Monolith (1 per Phalanx formation)	1 Monolith, +75 points	0-3 Obelisks for +50points each
Pylon (1 per Phalanx formation)	1 Pylon, +350 points	None
0-1 Harvester Engine	1 Æonic Orb OR +750 points 1 Abattoir	None
0-1 C'tan	+350 points	None
0-1 Scythe Class Harvester spacecraft	+200 points	None

Unit Name		Necron Lord			
Type	Speed	Armor	Close Combat	Firefight	
Character	NA	NA	NA	NA	
Weapon		Range	Firepower		
Staff of Light		(Base contact)	Macro-weapon, Extra Attacks (+1)		
OR		(15cm)	Extra Attack (+1)		
Notes		Inspiring, Invulnerable Save, Necron			

Unit Name		Necron Warriors			
Type	Speed	Armor	Close Combat	Firefight	
Infantry	15	4+	5+	4+	
Weapon		Range	Firepower		
Gauss Flayer		15 cm	AP5+/AT6+		
Notes		Necron			

Unit Name		Immortals			
Type	Speed	Armor	Close Combat	Firefight	
Infantry	15	4+	5+	3+	
Weapon		Range	Firepower		
Gauss Blaster		15 cm	AP5+/AT6+		
Notes		Necron			

Unit Name		Flayed Ones			
Type	Speed	Armor	Close Combat	Firefight	
Infantry	15	4+	4+	-	
Weapon		Range	Firepower		
Claws		(Base contact)	Assault weapons		
Notes		Necron, Scout, Teleport			

Unit Name		Tomb Spiders			
Type	Speed	Armor	Close Combat	Firefight	
Armored Vehicle	15	4+	5+	5+	
Weapon		Range	Firepower		
2x Claws		(Base contact)	Assault Weapons, Macro Weapon		
Scarab Swarms AND OR		30 cm	AP5+/AT5+		
		(15cm)	Small Arms, Extra Attacks (+1)		
		(Base Contact)	Assault Weapon, Extra Attacks (+1)		
Notes	Fearless, Walker, Leader				

Unit Name		Pariah			
Type	Speed	Armor	Close Combat	Firefight	
Infantry	15	4+	4+	3+	
Weapon		Range	Firepower		
War Scythe		(Base contact)	Extra Attacks (+1), Macro-Weapon		
Notes	Fearless, Inspiring				

Unit Name		Destroyers			
Type	Speed	Armor	Close Combat	Firefight	
Infantry	30	4+	5+	4+	
Weapon		Range	Firepower		
Gauss Cannon		30	AP5+/AT6+		
Notes	Skimmer, Necron, Mounted				

Unit Name		Heavy Destroyers			
Type	Speed	Armor	Close Combat	Firefight	
Infantry	30	4+	5+	4+	
Weapon		Range	Firepower		
Heavy Gauss Cannon		30	AT4+		
Notes	Skimmer, Necron, Mounted				

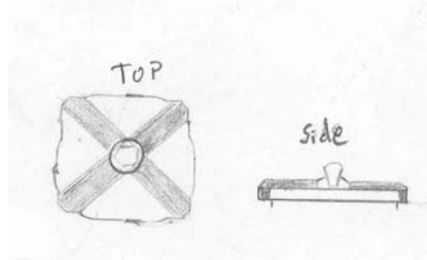
Unit Name		Wraith			
Type	Speed	Armor	Close Combat	Firefight	
Infantry	30	4+	4+	-	
Weapon		Range	Firepower		
2x Claws		(Base contact)	Assault Weapons		
Notes Fearless, Invulnerable Save, Skimmer, Necron					

Unit Name		Monolith			
Type	Speed	Armor	Close Combat	Firefight	
Armored Vehicle	15	4+	6+	5+	
Weapon		Range	Firepower		
Gauss Flux Arc		(15 cm)	Small Arms, Extra Attacks (+1 per unit in range)		
Particle Whip		30 cm	AP4+/AT4+		
Notes Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armor,					

Unit Name		Pylon			
Type	Speed	Armor	Close Combat	Firefight	
War Engine	Immobile	4+	-	4+	
Weapon		Range	Firepower		
Gauss Flux Arc		(15 cm)	Small Arms, Extra Attacks (+1 per unit in range)		
Particle Accelerator		120 cm	MW4+ Titan Killer (D3) And AA4+, MW, Titan Killer (d3)		
Notes Fearless, Living Metal, Teleport, Thick Rear Armor, Damage Capacity: 2					
Critical Pylon explodes, inflicting a hit on any unit within 3d6cm					

Obelisk

A rare sight in the raiding forces that heralded the first appearance of the Necron, the Obelisk has become an almost common sight in full-fledged armies. These constructs are squat cubes, topped by a crystal virtually identical to the one that tops a Monolith. Capable of manifesting a Particle Whip, the Obelisk is primarily used to defend the Monolith's that form the backbone of the Necron vehicle force. Occasionally, formations of Obelisks are deployed to offer heavy fire support to infantry, or perform deep raids behind enemy lines.



Unit Name	Obelisk			
Type	Speed	Armor	Close Combat	Firefight
Armored Vehicle	30	5+	6+	5+
Weapon	Range	Firepower		
Particle Whip	30 cm	AP4+/AT4+		
Notes	Reinforced Armor, Fearless, Skimmer, Teleport, Thick Rear Armor,			

Abattoir

In the ancient days, when the power of the C'tan dominated the Galaxy, the servants of the Star Gods raised gigantic temples in their honor. In these places of darkest nightmare, horrific sacrifices were performed to feed the endless desire of the C'tan.

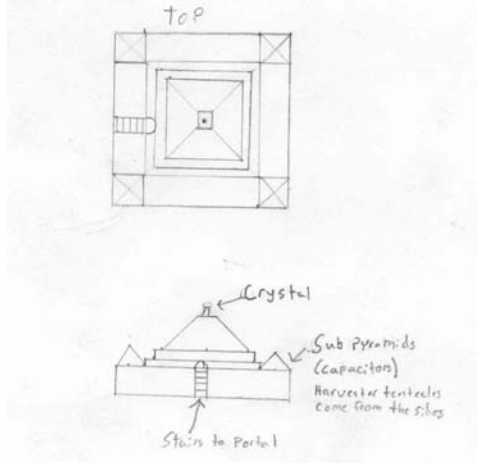
In time, sacrifices could not be brought to the Temples fast enough to sate the C'tan's evil hunger for suffering and so they used their power and the technology of their servants to transform the Temples into gargantuan engines of destruction.

During the final wars, before the Necron's long slumber, the Eldar called these terrifying constructs "World Harvesters". Since their recent appearance, the Imperium has given them a new name: The Abattoir.

Massive beyond belief, these structures are not equipped to "Phase". Instead, they must be transported to the world whose population they are to harvest by the Necron fleet. The ships simply glide into orbit, and drop them onto the world to let them perform their task.

The Abattoir's weapons are similar in function to the gauss weapons of the other Necron, but vastly more powerful. These "Harvesters", which are born on tentacle-like arms deployed from the capacitor pyramids, not only rip their victims apart at the molecular level, but also are able to absorb and store the terror and agony of their victim's death. These monstrous energies are used to feed the C'tan, or sustain them in times when fresh victims are in short supply.

Additionally, the Abattoir is able to drop the scarabs that it creates to help maintain its systems. These scarabs swarm out to dispatch foes and assist in the harvest.



Unit Name		Abattoir			
Type	Speed	Armor	Close Combat	Firefight	
War Engine	15	4+	3+	4+	
Weapon		Range	Firepower		
Harvesters		(Base Contact)	Extra Attacks (+3), TK(d3)		
3xScarab Swarms AND OR		30 cm	AP5+/AT5+		
		(15cm)	Small Arms, Extra Attacks (+1)		
		(Base Contact)	Assault Weapon, Extra Attacks (+1)		
Notes	Fearless, Living Metal, Portal, Thick Rear Armor, Skimmer, Infiltrator, Damage Capacity: 6, May Not Phase Out				
Critical	Capacitor explodes. Inflicts a TK hit on everyone in 5cm (including the Abattoir). Counts as ruins for the rest of the game when destroyed.				

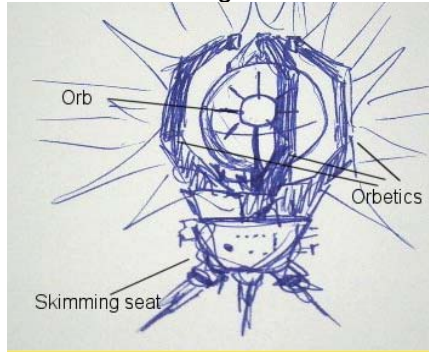
Æonic Orb

Created long ago as an expression of ultimate power, the Æonic Orb is the epitome of Necron technology and a testament to the might of the C'tan.

In essence, the orb is a fragment of a star, contained within a necrodermis sheath, and stabilized the incredible power of Necron magnetic technology. This containment system, which gives the orb its primary power source, is mounted on a massive skimming platform that gives the orb its mobility. Rare even at the zenith of the Necron Empire, the Æonic Orb is probably the rarest Necron weapon in modern times. Legend has it that the C'tan were required to destroy an entire star to create even one. When one is seen, it is almost always to eliminate enemy Titans

Its “weapons systems” are both simple, and powerful. The “Solar Flare” is generated by an adjustment of the containment field, which focuses a concentrated plume of plasma generated by the stellar fragment into a high velocity bolt. So powerful is the containment “Beam” that the plasma suffers absolutely no loss of heat, or velocity. This allows the plasma to cut through virtually any material effortlessly. Reports from the few sightings of the Orbs indicate that a single hit is capable of inflicting significant damage on unshielded Battle Titans, and even shielded Titans suffer terrible damage should they be hit by both Solar Flares that they Orb is capable of projecting. However, forming the containment beam is so energy intensive, that the Orb seems to require significant periods of time to recover from firing.

The final weapon is similar in concept to the Solar Flare, but less energetic, and thus less powerful. A much weaker containment beam is used to guide a mass of plasma to a target, which results in the plasma losing heat at an incredible rate. By the time it reaches its target, its effects while powerful, do not begin to compare to the Solar Flare. The swift loss of heat also limits the effective range of the weapon significantly. On the other hand, the explosive force, and radiation is quite sufficient to create havoc amongst its victims.



Unit Name	Æonic Orb			
Type	Speed	Armor	Close Combat	Firefight
War Engine	20	4+	-	3+
Weapon		Range	Firepower	
2x Solar Flare		120cm	MW 3+, TK(d6), Slow Firing	
Solar Burst		30 cm	4BP, disrupt	
Notes	Fearless, Living Metal, Thick Rear Armor, Skimmer, Damage Capacity: 6, May Not Phase Out			
Critical	Containment Breach: Lay an Orbital Barrage Template, centered on the Orb. Everything under the template takes a MW 4+ attack.			

Unit Name		C'tan the Nightbringer			
Type	Speed	Armor	Close Combat	Firefight	
War Engine	15	4+	3+	5+	
Weapon		Range	Firepower		
Lightning Arc		30cm	MW4+		
Gaze of Death		(Base Contact)	Extra Attacks (+1 per unit in range)		
Scythe		(Base contact)	Extra Attacks (+1), Macro-weapon, Titan Killer (d3)		
Notes	Skimmer, Fearless, Inspiring, Living Metal, Supreme Commander, Teleport, Damage Capacity: 3,				
Critical	Nightbringer is destroyed; all units within 3d6 cm take a MW hit.				

Unit Name		C'tan the Deceiver			
Type	Speed	Armor	Close Combat	Firefight	
War Engine	15	4+	4+	4+	
Weapon		Range	Firepower		
Despair		30cm	6BP, Disrupt		
Claws		(Base contact)	Extra Attacks (+2), TK(1)		
Notes	Skimmer, Fearless, Inspiring, Living Metal, Supreme Commander, First Strike, Teleport, Damage Capacity: 3				
Critical	Deceiver is destroyed; all units within 3d6 cm take a MW hit.				

Unit Name		Scythe Class Harvester			
Type	Speed	Armor	Close Combat	Firefight	
Space Craft	na	na	na	na	
Weapon		Range	Firepower		
Orbital Bombardment		na	4BP Macro-Weapon		
2x Pinpoint Attack		na	MW2+, TK(d3)		
Notes	None				