

**N1.0 FORCES**

**N1.1 NECRONS**

**Special Rule - N1.1.1 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 due to rallying, performing a Marshal action, or a Hold action, the formation may either remove Blast markers, return fallen units with the Necron ability to play, or any combination of the two, up to the number of Blast markers it could normally remove. For example, if you could remove three Blast markers, you could remove three Blast markers, or return three 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 six stands of Warriors and three Wraiths at the start of the game, that formation can never contain more than six stands of Warriors and three Wraiths. Formations that are not on the board cannot return stands to play, but may take a Marshal action to enter the board and restore units.

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

**Special Rule - N1.1.2 Implacable Advance**

The Necron are an offensive army, always on the advance stopping only to eliminate enemy positions before moving on to harvest others. While subject to disruption from loses and enemy fire, the mechanical nature of the Necron permits them to easily reorganize to maintain the offensive momentum.

Necron formations receive a +1 bonus to Marshal Actions. Due to their steady, deliberate, nature Necron formations cannot take a March action. Finally, as the Necron act only in an offensive manner, Necron formations may not normally garrison in the Tournament scenario (See *Tomb Complex*).

**Special Rule - N1.1.3 Necron Reserves**

Any Necron formation may be held back "in reserve" (with the exception of the Abattoir and Æonic Orb) even if you are playing a Grand Tournament scenario. Note that formations that do not have the teleport ability will only be able to enter play through Portals.

**Special Rule - N1.1.4 Phase Out**

When a Necron formation becomes broken, it does not just fall back, but also vanishes from the battlefield without leaving any proof of its existence. In the end phase of the turn, instead of attempting to rally, remove the formation from the board into the reserves, but keep it away from any destroyed units. The formation will roll to rally in the end phase and lose all blast markers if it succeeds. If the rally roll fails, the formation must remain in the reserves until it rallies. It may re-enter by teleporting, 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. Note that with the exception of the C'tan, no Necron War Engines phase out.

Any Necron formation, excluding starships, in the reserves for any reason (either because it has not yet entered play, or was broken) is considered destroyed for the purpose of calculating a Tie Breaker, or the Break Their Spirit victory point.

**Strategy:** 1 (3 if army includes a Supreme Commander)

**Initiative:** 1+

**Special Rule - T1.1.5 Necron Technology**

**Portals:** Certain units are equipped with Portals. Any formation that is in the reserve, or has been phases out, may enter play via a portal as part of any activation that allows movement. Measure their movement using the portal bearing unit as a starting point. Additionally, a formation may move "into" a portal, placing that formation once more in the reserves as part of its activation. A portal may be used only once each turn.

Finally, 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.

**Tomb Complex:** Scattered throughout the Galaxy, on worlds beyond number, the Necron placed Tombs to house and maintain their race. During the long sleep over millions of years, many of these building has become buried, only to be uncovered by the unwitting efforts of explorers or the design of the C'tan eager to reclaim the Galaxy they once ruled.

These Tombs are the "bases" from which Necron raiders and conquering armies strike at their enemies. As such, they have a high importance to both the Necron (who need them for the troops and support facilities they contain) and the Enemies who would destroy them to keep their contents from awaking.

Attacking these facilities carries the risk of awaking the Necron within, or attracting the notice of other, wakened forces that might rush to its defense!

When purchased for your army, replace the Blitzkrieg objective on your side of the table with a Tomb Complex. This building is still considered your Blitzkrieg objective and is indestructible.

The Tomb is considered a Necron Portal, and can be used to bring formations from off board into place, or to relay troops to and from other portals. Measure from the Edge of the board as the formation's starting point.

Additionally, because Tombs contain Necron, who might be active, you may choose to garrison up to 2 Phalanx formations if your army list includes a Tomb Complex.

**Living Metal:** Units made of living metal receive a Reinforced Armor saving throw against Normal weapons, Macro-Weapons, and Lance weapons (They get two saves against even these weapon) and their save is not reduced by Sniper abilities. 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.

Living Metal Weapon Effect Chart				
Weapon Type	Armor	Reinforced	Invulnerable	
	Save	Armour Save	Save	DC Lost
AT/AP	Yes	Yes	Yes	1
MW	Yes	Yes	Yes	1
TK	No	Yes	Yes	1

## N1.1.6 Necron Units

NECRON LORD				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Staff of Light	(Base Contact)	Assault Weapons	Extra Attacks (+1), MW	
	or (15cm)	Small Arms	Extra Attacks (+1)	
Notes: <i>Character, Leader, Invulnerable Save.</i>				

NECRON WARRIOR				
Type	Speed	Armour	Close Combat	Firefight
Inf	15cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
Gauss Flayer	15 cm	AP5+/AT6+	-	
Notes: <i>Necron</i>				

IMMORTAL				
Type	Speed	Armour	Close Combat	Firefight
Inf	15cm	4+	4+	3+
Weapons	Range	Firepower	Notes	
Gauss Blaster	15 cm	AP4+/AT6+	-	
Notes: <i>Necron</i>				

FLAYED ONE				
Type	Speed	Armour	Close Combat	Firefight
Inf	15cm	4+	3+	-
Weapons	Range	Firepower	Notes	
Claws	(Base Contact)	Assault Weapons	-	
Notes: <i>Necron, Scout, Infiltrator, Teleport</i>				

PARIAH				
Type	Speed	Armour	Close Combat	Firefight
Inf	15cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
War Scythe	15 cm	AP4+/AT6+	-	
	and (Base Contact)	Assault Weapons	Extra Attacks (+1), MW	
Notes: <i>Fearless, Inspiring</i>				

DESTROYER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	6+	3+
Weapons	Range	Firepower	Notes	
2x Gauss Cannon	30cm	AP4+/AT6+	-	
Notes: <i>Necron, Mounted, Skimmer</i>				

HEAVY DESTROYER				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
Heavy Gauss Cannon	30cm	AT4+	-	
Notes: <i>Necron, Mounted, Skimmer</i>				

WRAITH				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	3+	-
Weapons	Range	Firepower	Notes	
Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1),	
Notes: <i>Necron, Fearless, Invulnerable Save, Skimmer</i>				

TOMB SPYDER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	5+	5+
Weapons	Range	Firepower	Notes	
Claws	(Base Contact)	Assault Weapons	Extra Attacks (+1), MW	
Scarab Swarms	30cm	AP5+/AT5+	Ignore Cover	
	and (15cm)	Small Arms	Extra Attacks (+1), Ignore Cover	
	or (Base Contact)	Assault Weapon	Extra Attacks (+1), Ignore Cover	
Notes: <i>Fearless, Skimmer, Walker, Leader</i>				

MONOLITH				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Particle Whip	30cm	AP4+/AT4+		
Gauss Flux Arc	(15cm)	Small Arms,	Extra Attacks (+1 per Engaged enemy unit in range, max +6)	
Notes: <i>Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour</i>				

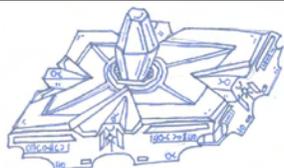
### Obelisk

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 Flail, 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.

OBELISK				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Particle Flail	45cm	AP4+/AT4+		

Notes: *Reinforced Armor, Fearless, Skimmer, Teleport, Thick Rear Armor*



PYLON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	-	4+
Weapons	Range	Firepower	Notes	
Particle Accelerator	120cm	MW4+	Titan Killer (D3)	
	<i>and</i> 120cm	AA4+	MW, Titan Killer (d3)	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+1 per Engaged enemy unit in range, max +6)	

Notes: *Damage Capacity: 2, Fearless, Living Metal, Teleport, Thick Rear Armour, a Pylon cannot claim objectives*  
Critical Hit: The Pylon explodes, inflicting a hit on any unit within 3d6cm on a 4+.

### Warbarque

Uncommon even in the heyday of the Necron domination of the Galaxy, the Warbarque is a fighting platform of incredible power given only to the most favored of the Necron Lords. Capable of laying down an impressive amount of firepower at range, as well as possessing close in firefighting capability superior to that of a Monolith, the Warbarque is a powerful unit on it's own. As a

supporting unit, the Warbarque can deploy, or relocate infantry units with its built in portal. The Warbarque's greatest weakness is a lack of internal teleportation capability. Since it must be teleported by means of external projection, and is too large to be retrieved from a remote location, the Warbarque cannot phase out.

WARBARQUE				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
2x Particle Cannon	60cm	AP5+/AT3+	-	
2x Heavy Gauss Cannon	30cm	AT4+	-	
2x Gauss Cannon	30cm	AP4+/AT6+	-	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+1 per Engaged enemy unit in range, max +6)	

Notes: *Damage Capacity: 3, Fearless, Living Metal, Portal, Thick Rear Armour, Skimmer, Commander, Teleport, May Not Phase Out*  
Critical Hit: Malfunction: Portal disabled

### 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.

orbit, and drop them onto the world to let them perform their task.

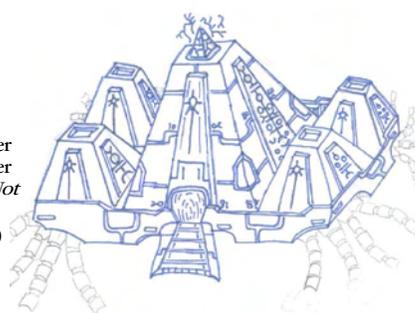
The Abattoir's weapons are similar in function to the gauss weapons of the other Necron, but vastly more powerful. These "Harvesters", which are born on tentacle-like arms deployed from the capacitor pyramids, not only rip their victims apart at the molecular level, but also are able to absorb and store 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.

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

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.

ABATTOIR				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	2+	4+
Weapons	Range	Firepower	Notes	
Harvesters	(Base Contact)	Assault Weapons	Extra Attacks (+3), TK(d3)	
3 x Scarab Swarms	30cm	AP5+/AT5+	Ignore Cover	
	<i>and</i> (15cm)	Small Arms	Extra Attacks (+1), Ignore Cover	
	<i>or</i> (Base Contact)	Assault Weapon	Extra Attacks (+1), Ignore Cover	

Notes: *Damage Capacity: 6, Fearless, Living Metal, Portal, Thick Rear Armour, Skimmer, Infiltrator, May Not Phase Out. Counts as ruins for the rest of the game when destroyed.*  
Critical Hit: Capacitor explosion, every unit within 5cm (including the Abattoir) suffers a MW4+ (Titan-Killer) attack.



### Æonic Orb

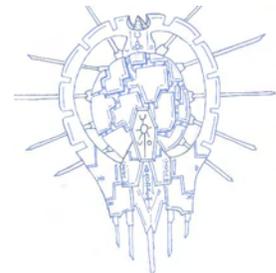
Created long ago as an expression of ultimate power, the Æonic Orb is the epitome of Necron technology and a testament to the might of the C'tan.

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 can suffer terrible damage should they be hit.

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 and dispersing it on a target location, which results in the plasma losing heat at an incredible rate. By the time it reaches its target, it's effects while powerful, do not begin to compare to the Solar Flare. On the other hand, the explosive force, and radiation is quite sufficient to create havoc amongst its victims.



#### ÆONIC ORB

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	-	3+
Weapons	Range	Firepower	Notes	
Solar Flare	90cm	MW 3+	TK(d6)	
	OR	90cm	12BP	

Notes: *Damage Capacity: 6, Fearless, Living Metal, Skimmer, Thick Rear Armour, May Not Phase Out*  
 Critical Hit: Containment Breach: A rupture in the Necrodermis allows an uncontrolled plasma burst that could do further damage to the Orb. Lay a SINGLE Orbital Barrage Template, centered on the Orb. Template is considered a BP 4 (MW) attack.

#### C'TAN, THE DECEIVER

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	4+	4+
Weapons	Range	Firepower	Notes	
Despair	45cm	6BP	Disrupt	
Claws	(Base contact)	Assault Weapon	Extra Attacks (+2), TK(1)	

Notes: *Damage Capacity: 3, Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport.*  
 Critical Hit: The Deceiver is destroyed; all units within 3d6cm take a MW hit.

#### C'TAN, THE NIGHTBRINGER

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Lightning Arc	30cm	MW4+		
Gaze of Death	(Base Contact)	Assault Weapon	Extra Attacks (+1 per unit in range- max +6 attacks), Macro-Weapon	
Scythe	(Base contact)	Assault Weapon	Extra Attacks (+2), Macro-weapon, Titan Killer (d3)	

Notes: *Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour*  
 Critical Hit: The Nightbringer is destroyed; all units within 3d6cm take a MW hit.

#### SCYTHE CLASS HARVESTER

Type	Speed	Armour	Close Combat	Firefight
Space Craft	na	na	na	na
Weapons	Range	Firepower	Notes	
Orbital Bombardment	na	4BP Macro-Weapon		
2x Pinpoint Attack	na	MW2+, TK(d3)		

Notes: *None.*

## **2.0 Painting and Modelling**

(This section is for tips on modelling and painting Necron units.)

## **3.0 Modelling Necron Scenery**

(This section is for tips on modelling Necron objectives and scenery.)

## **4.0 Necron Attack Stories**

(This section is for stories and information on the Necron invasions.)

## N5.0 Gaming

### NECRON ARMY LIST

Necron armies have Strategy Rating of 1, unless a Necron Supreme Commander is present in the army, which grants them a Strategy Rating 3. All Necron formations have an initiative rating of 1+. Up to 1/3 of the army's points may be spent on War Engines.

NECRON PHALANX			
Formation	Core Units	Upgrades	Cost
Phalanx	6 Warriors with 1 Necron Lord character	0-3 Tomb Spyders, +75 points each 0-1 Pariahs, +60 points 0-2 Wraiths, +40 points each 0-3 Immortals, +40 points each	225 points

NECRON SUPPORT FORMATIONS			
<i>Up to three Necron Support Formations may be included in the army for each Phalanx</i>			
Formation	Units	Upgrades	Cost
Venator	6 Flayed Ones	0-1 Necron Lord character, +25 points 0-3 Tomb Spyders, +75 points each 0-1 Pariahs, +60 points 0-3 Wraiths +40 points each	150 points
Eques	6 Destroyers	0-1 Necron Lord character, +25 points 0-3 Wraiths, +40 points each Any number of Destroyers may be replaced with Heavy Destroyers at no cost	350 points
Obelisk Recon	6 Obelisks	None	300 points
Monolith	1 Monolith	0-3 Obelisks for +50 points each	75 points
Pylon	1 Pylon	None	200 points

NECRON SUPREME COMMANDER			NECRON DEATH MACHINES		
Formation	Units	Cost	Formation	Units	Cost
0-1 Necron Supreme Commander	<i>Choose one:</i> C'tan, The Deciever C'tan, The Nightbringer Add <i>supreme commander</i> to a Warbarque	300 points 300 points +50 points	0-1 Harvester Engine	1 Aeonc Orb <u>OR</u> 1 Abattoir	750 points
			0-2 Warbarque	1 Warbarque	300 points
			0-1 Spacecraft	1 Scythe Class Harvester	350 points
			0-1 Tomb Complex	Replace the Necron Blitzkrieg Objective with a Tomb Complex	75 points

## Design Notes

In this section, I will attempt to explain my reasoning for some of the rules, or stats listed. I will address each section, rule or unit in the order in which it appears above. This is version 4.0 because of the major change to the composition of the Warrior, and the purchase of support formations.

**Strategy rating:** In the original list, the Necron were given a strategy rating of 5. I understood this to reflect the fact that they are traditionally always on the offensive, and so the initiative of a given battle would be with them. I reduced it, in a way to balance the greater freedom the list received when their available orders were expanded to include everything but March actions. The current rating is an adjustment that was prompted by the fact that against any Marine army, the Necron would have only a 1 in 36 chance of going first on average (Marine rolls 1, Necron rolls 6). It is low enough, however, that most armies will have a fairly even chance of going first. [4.3 change: Strategy Rating made variable depending on the presence of a Supreme Commander.](#)

**Initiative:** The Initiative rating of the Necron reflects their mechanical enslavement. They cannot help but follow orders, and only if those orders are unclear, or communication is disrupted, would they fail to act. Thus the confusion and disruption caused by Blast Markers, or the distraction of a commander attempting to do too much by retaining initiative, can prevent them from acting perfectly. This brings them more into line with the existing armies, and helps manage balance issues.

**Implacable Advance:** This section addresses several issues. The bonus to Marshal actions reflects a talent for recovering from disruptions, and encourages the use of the Marshal action to make appropriate use of the **Necron** ability. While using this order, a formation can advance, though slowly, under fire, without suffering major losses or disruption.

The denial of the March Action is simply because I don't think anyone can imagine the Necron running for any reason. Fast movement is not a hallmark of this race.

The lack of garrisoning reflects the Necron tendency to be the aggressor, attacking the enemy on their own ground. It also helps to address some balance issues by preventing the use of Garrison to help overcome the army's slow movement.

**Reserves:** This is something that was retained from the original list, and I feel that it gives the Necron a unique flavor. I removed the 50% requirement, because I realized that virtually any army can do exactly the same thing. The use of Planetfall (or a Marine army composed entirely of Terminators) can do this same thing, without any special demands for putting formations in play. In addition, there are terrible risks to the idea of keeping your entire army, or even most of it, off the board until turn 3, not the least of which is the fact that off board formation are considered destroyed for Victory Point of Tie Breaker purposes.

**Phase Out:** This was also originally in the list, but has been changed to improve the army's balance, and frankly to reduce the annoyance factor any opponent would feel seeing an enemy broken, but removed from any possible chance of annihilation by immediate phase out. The War Engines are restricted from phasing out because I was faced with a problem. If a WE such as the Abattoir were broken, it would be removed from play, essentially destroyed. Giving these WE teleport would removed that problem, but frankly the thought of a teleporting Abattoir is just too revolting to seriously consider. [4.3 change: Phased out units have to roll to rally, instead of automatically rallying to induce further penalties for being broken.](#)

**Necron:** Originally the "We'll Be Back" ability of the Necron was reflected by giving every unit Reinforced Armor. This made them entirely too tough to kill, and frustrated opponents. So I simply borrowed the mechanic used by Imperial Titans to restore void shields as a way to allow the Necrons to do pretty much the same thing they can do in 40k.

**Portals:** While not an exact duplication of how Necron portals work in 40k, this mechanic borrowed from the Eldar webway portals (Yes, I borrow a lot of ideas from established armies, but if they work, why invent the wheel?), allows the Necron a mobile ability without having to have transports, and still allows the Reserve rules to work. The down side is that it makes the army very dependant upon Portal bearing units.

**Tomb Complex:** Part of my answer to the dependency on Monoliths. This idea is a continued adaptation of the Eldar Wraithgate idea. Also, it allows for ON BOARD reserves, because you can deploy a formation back near the Tomb (thus claiming it), which can use the Tomb's portal to attack out of an available portal elsewhere on the board. Thus you have a reserve that isn't at risk of being caught off the table and counted destroyed. Options make for a fun game.

The addition of the ability to Garrison with the Tomb Complex was due to an inspired suggestion I received thanks to the feedback I have been getting. Essentially, the reasoning is that by placing a Tomb Complex, you are indicating that your opponent is attacking YOU, and active formations are prepared to resist your intrusion. The limitation of the number and type of formations that can be used to garrison is to avoid completely diluting the No Garrison disadvantage, and preserves the concept of Warriors being the only active units from the Tomb, while others are reinforcements from off world. [4.1 Change: It was pointed out to me that I should clarify the fact that an objective is a POINT regardless of the size of the object used to represent it. So I pointed out that the starting point for a formation using the complex is the edge of the board.](#)

**Army List:** This section has been somewhat changed to reflect the need to have your army based on the Warriors who are the core of the Necron forces, while opening up a little more options for variety in army to reflect the player's tastes, or perhaps the player's concept of how a given C'tan would organize its forces.

The basic size of the Phalanx formation would fixed at its minimum, both for ease in army design, and simply to give the core formations a certain base continuity.

Most other formations have been simply designated as Support Formations. The ability to purchase 3 for each Phalanx is to allow players to build the kind of army they want, without leaving everything completely open.

I will address the costs of each given unit, in my notes on that specific unit.

**Units:** Here I will discuss units, explain my reasoning for stats and costs.

**Necron Lord:** The leader ability for the Lord is meant to reflect the use of a Resurrection Orb, as well as command abilities they would possess. Essentially, they are good at reorganizing and helping the Necrons recover. Some may ask, "Why does the Lord not have the Necron ability?" Simply, because the Lord is an upgrade, he will have it by default with the unit he is a part of.

**Necron Warriors:** The basic Necron Warrior is statistically identical to the basic Space Marine in 40k. So I started my 3.5 version by basically making them a Tactical Marine unit. I then began to make adjustments. The CC value is worsened to reflect that fact that Necron Warriors do not seek close combat as a general rule. The Gauss Flayer was given an actual shooting ability to give them an ability to fight without assaulting, since assaults really aren't a Warrior's hallmark. I will go in later into my tactical view of the ability. Their cost is based on the cost is based off a Tactical Marine detachment.

**Immortals:** What is an Immortal but a slightly beefy, tougher Warrior? Originally, they were factored into the abilities of the basic Warriors themselves, but many people wanted to see them as a separate unit, and I couldn't blame them. So I basically took the standard Warrior and improved it. Voila. Since they are only a little better, they cost only a little more.

**Flayed Ones:** This unit is virtually identical to the one in the original list done by Jervis. The Teleport ability, I assume, reflects their infiltration skills. While I find this a little odd, it does have the practical use of giving the army an independent, deep-strike unit.

**Tomb Spyder:** This is a unit I'm fairly proud of. I delved into Necron lore to really find the purpose of a Spyder, only to find that it's a glorified mechanic. Heavily armed in some cases, but basically it exists to fix broken Necrons. Thus it's ability in 40k. This unit was given the Leader ability to reflect this, which also provides a rather impressive endurance for a formation, especially if bought in multiples or combined with a Necron Lord. It also gives any formation a bump in assault capability, and with the Scarabs, some longer ranged firepower. Not to mention, mobile cover! The AV designation comes from the fact that Monstrous Creatures from 40k seem to have been converted into either AV or WE, and it doesn't fit the WE mold. The lack of a Particle beam is simply because it's an upgrade, and only in rare cases do you see any unit translated from 40k into Epic come equipped with optional gear/weapons. The initial cost of 100 points was because they are so effective, not necessarily in fighting, but in what they do for the formation they are attached to, so I intentionally set the cost higher than I wanted, hoping that feedback on them would match what my original ideal cost would be. Fortunately, that's exactly what happened, so the cost has been dropped 25 points.

Scarabs were converted to a weapon system for units that can "produce" them for 2 reasons. One, it was simply easier to handle them, then to try to handle "Spawning", come up with costs, or play with a unit that you would have to have in unmanageable numbers to be effective. Secondly, it reduces the amount of models that would have to be made for the list, and I personally would really hate to have to base figures the size of the head of a pin...

**4.1 Change:** Gave Ignore Cover to all Scarabs, since really, the only way they CAN attack is to jump on you. Cover really doesn't help you much when the enemy is literally crawling all over you.

**Pariah:** Essentially an Immortal with a better weapon. The Inspiring ability is to reflect that they are just so freaky, that people REALLY don't want to be around them. The cost is the same for that of an Immortal because they are so limited in availability.

**Destroyers/Heavy Destroyers:** I address these two together since they are so similar. Essentially, these are your fast attack units to hound the enemy, destroy broken formations, or slow down vehicle formations. Originally, they were together as a single unit, but again I was persuaded by player feedback. Having specialized units, rather than a jack of all trades, allows for a much more interesting force I think. The cost is a number I came up with to fit what my experience is on their utility on the field. **4.1 Change:** Heavy Destroyer FF value changed to 4+. It was the same as the regular Destroyers because I used Copy/Paste and forgot to change it...Oops.

**Wraith:** The Flayed One's big brothers. I have been asked why anyone would want to put 3 Wraith units in a Venator formation when it eliminates the Teleport ability of the Flayed Ones. Well, their high speed allows them to keep up when the Flayed One's engage, and they basically double the number of close combat attacks. How can you NOT want them? The cost given them reflects their abilities. Maxing out a Venator formations with Wraiths will almost double that formation's cost. But it's worth the price.

**Monolith:** My personal nightmare. Originally, the Monolith was a 2DC WE. Well, to answer all those who asked why it's not any more, I'll simply say that it's not supposed to be a WE. It's basically a really tall Landraider. What makes this unit a nightmare is the Gauss Flux Arc. It is valuable enough, having it run around on its own is almost silly, but if you put it into groups with Multiple Monoliths, it just becomes a stupidly overpowered assault unit. Thus it came to me: the idea of using Obelisks as basically mobile armor. It's an imperfect solution, and I'm not really happy with it, but I can't really see any other option at the moment. As it stands, the unit is tough, useful, and dangerous to assault. The cost is a concern to me. It can't be too expensive, or the army just won't function; too cheap, and the Necron become far too effective and mobile. Any suggestions on this are more than welcome. **4.2 Change:** Gauss Flux Arc capped at +6 attacks.

**Pylon:** The Pylon is pretty much exactly like the one in the original Necron list. When working on my first revision, I looked up the 40k version of the Pylon. To my shock, it's pretty much exactly the same. So I'm pretty firm on the stats. The cost is also carried over from the original list, but it's something I'm flexible on. **4.2 Change:** Gauss Flux Arc capped at +6 attacks. **4.3 change:** Pylon can't move, so it can't claim an objective, and has no ZoC.

**Obelisk:** When I stared out as Army Champion for the Necron, I was told that there needed to be some new units for the list: Vehicles, Titans, and aircraft. Of course, aircraft were straight out because Necron don't use them. The Obelisk was a suggested name by another poster (forgive me, I've lost a lot of that original information in the meltdown of my old computer, so I can't properly credit it) and he went on to suggest it as a cut-down Monolith. And so the Obelisk was born. The cost of the Obelisk is what I consider the "average" tank to be. It's tough, but lacks a great deal of punch. **4.1 Change:** Changed the weapon to demonstrate that this unit is really meant to be a useful, independent formation, not just Monolith Bodyguards. **4.2 Change:** Actually changed the stats to be what I had always THOUGHT they were.

**4.2 Change: Warbarque:** This unit was the invention of Moscovian, who went so far as to model the thing. It looked too cool to not include. The Warbarque is there for those who want to have some heavy fire support, but don't want to field Harvester Engines. With the current stats they have, they combine the tactical flexibility of the rest of the army for initial deployment, with some solid staying capacity. They would be best used by deploying them near the front lines, but not right in the Enemies face, used in concert with other formations. Note, that if you choose to add the *Supreme Commander* ability to a Warbarque, you CANNOT have a CTan.

**Harvester Engines:** These massive units were the product of several people's ideas to give the Necron some Battle Titan capability. Their Skimmer status is due to the fact that Jervis was insistent: No walkers. With the limited firepower these units have compared to similar priced Titans, many have questioned their use. Well, consider this: If your most expensive formation is NOT one of these, your opponent need only break that unit on turn 3 to get a VP out of it. Harvester Engines don't phase. Additionally, they are incredibly tough, and if properly used, can be very effective support units for your other formations and tend to draw a LOT of firepower that might otherwise be killing your ground formations.

**Abattoir:** This is something I threw out one day, and Jervis just loved the name. For those who don't know, an Abattoir is a slaughterhouse. In keeping with this name, the Abattoir is a close combat killing machine. Few things can hope to defeat it in an assault, and it can eat Titans for breakfast. It will just take you some time to get there. A portal was added, because it makes sense, to give the army an extremely tough, mobile portal. Not to mention, you can send out of it into range to support the Abattoir's assault. **4.1 Change: Speed was finally changed to the 20cm it was supposed to be. CC stat changed to 2+**

**Aeon Orb:** Another suggested unit, this is a specialist for taking out enemy WE. The original incarnation was more than a little obscene, mostly because I was struggling with the concept. I came upon the idea of a dual firing mode to give the Necron some long range, ACTUAL firepower. In fact, it's more BP than you get from a formation of Eldar Voidspitters. **4.1 Change: Extended the range of the barrage to 90 cm. We'll see if this lasts. ☺**

**C'tan:** These leaders of the Necron race were a challenge. How do you stat a god? I decided to go with the idea of build them to their personality concept.

**Nightbringer:** This guy really likes killing people. I mean REALLY likes it, and he likes to do it personally, up close, where he can enjoy it. His lack of ranged attacks don't reflect a lack of ability, they reflect a lack of desire. He wants you to be afraid, he wants to hunt you, and look into your eyes when you die. The Nightbringer has powerful attacks, and a lot of them, simply because he IS powerful. **4.1 Change: Gaze of Death given MW ability, and First Strike 4.2 change: Gaze of Death capped at +6 attacks**

**Deceiver:** The Deceiver is a manipulator, not a fighter. His approach just doesn't really translate well into Epic. I gave him the BP *disrupt* weapon to simulate his morale abilities from 40k. He's not really killing people; he's just wrecking their cohesion and will to fight. **4.1 Change: First Strike Removed**

**Scythe Class Harvester:** I really don't see a point in having a Starship in the list, you'll likely never have the points to spare for one, but every list has one, and it was already in there.

**Tomb Complex:** This is part of my plan to reduce the list's complete dependency on Monoliths. Essentially it's an indestructible portal, as well as a way to help secure your Blitzkrieg objective. The Garrison ability was a wonderful suggestion from *Chroma*, so try it out and let's see what happens. The cost of the complex is the same as Monolith because like the Monolith, its importance is not in fighting ability; it's in the Portal. So you trade mobility and firepower for indestructibility.

**A word on Tactics:** I admit it; I envisioned certain tactics when I worked on the list. So here I'll explain some of them to help you see my reasoning for things.

**Unit Upgrades:** It may seem useless in many cases, or even too expensive, but believe me, it will do you good. Consider a Phalanx. Fully upgraded you have 6 Warriors, 3 Immortals, 2 Wraiths, 3 Tomb Spiders, and 1 Pariah. That's a 15 unit formations for 720 points (note how that's less than a Harvester Engine). With the Spiders, you will remove 4 extra Blast Markers or up to 4 dead Necron units can be brought back into play. With a full formation that makes an incredibly tough to break formation, that can keep itself viable for a long time. Your enemy would have to concentrate a lot of firepower on it to make it go away. For formations like the Venator, the upgrades allow you not only the endurance, but makes for a heavy assault unit that can take on virtually any kind of formations without it being a quick form of suicide.

**Why you might want to shoot:** Instead of assaulting, sometimes it's a better idea to just shoot them. Sure, you hit better in an assault with Warriors and Immortals, BUT there are a couple of situations/points you should consider.

- 1.) If you are badly outnumbered (like with Orks), assault might be a bad idea.
- 2.) Some formations, you just really don't want to assault. Wraithlord/Wraithguard for example, Marine Terminators, Eldar Warlock Titans... you get the idea
- 3.) Sustained fire gives you just as good a chance to hit as your FF does, and you don't risk getting shot back on your action, like you would in an assault.
- 4.) If you are in range to shoot, you are in range to offer support to a close assault formation such as the Venator.

**Portals:** The portals are the biggest advantage the Necron posses. It limits the mobility of your infantry only to the location of your portals. It's not really necessary to have your entire army in the reserves when you can keep them on the table and move via the Portals. This keeps you from losing the game simply because your opponent decided to devote himself to blowing your Monolith's apart.

**Coordinated Assaults:** Since there is only one unit in any Necron army that can perform a combined assault, it's important to use your movement abilities to set your formations up to provide mutual supporting fire. You can use this to do rolling assaults. You can also make good use of stripped down Venator formations to hunt down and destroy formations you beat with other assaults.

**Pylons:** If you buy multiples, you should teleport them within about 10cm of each other. Mostly because the one weakness they have is to assaults, placed close together, they can support each other without having to divert your troops to protect them