

# NECRONS

005

Updating to current codex style. Fixed an error in the mark of the flyer, 10 points per unit, not per model. Fixed an error in the cryptec, staff of light not close combat weapon.

004

—————Misc————— Cleared up the ever living rule. Changed phaseout to be d3-1 instead of every model on a 5+. I like this solution worse, but it was just too much dice rolling. Also made it disable self-repair, and properly trigger at the start of every turn. Added Mark of the Flyer and all that comes with.

—————Wargear—————

Changed disruption fields to be a charge up attack. Updated the lightning field to be a combat, not range dependent. Added entropic strike. Added quantum shielding as an upgrade to non monolith vehicles. Mind shackle scarabs is no longer a random target/

—————Weapons————— Added the following weapons: Atomizer beam, Heat ray, Heavy Gauss Cannon, Particle Caster, Particle Shredder, Tesla Carbine, Tesla, Cannon. Renamed Gauss destructor to gauss annihilator. Changed the gauss effect to be more like the original. Changed the deathray to use the skinny edge of the flamer template, and not scatter. Reduced the tesla destructor to 5 attacks and removed its AP. Properly distributed the correct weapons to canoptec units. Made the staff of light ap3 in melee. Reduced Gauntlet of fire to assault 1 instead of 2.

—————Units————— Made entries for Triarch Stalkers, Annihilation Barges, Canoptic Acanthrites. Necron lord initiative 4 from 3 Crypteks wounds 2 from 4?? (this was a mistake) and 1 from 2 attacks. Start with staff of light. Skorpeks down 32 from 35 points, I3 from 2. Plasmacyte 1 wound from 2, 35 points from 45. Added furious charge alternative to rage. Made it a beast. Immortals and warden I3 from I2. Reanimator down 85 from 110 points, made a walker. Flayed ones up I3 from I2. Necron wraiths assault grenade effects fixed. Made unit size 3-6. Scarab swarms attacks 3+1 from 3. Added variants. Anthracites made i2 from i4. Reset weapons to in-box options. Removed construct rule (no objectives) from scarab swarms. Hexmark triark I4 from I2. Destroyers down 50 from 75 points. Made particle syphon ap5 from ap4. Doom Stalker made a walker, added smash usr. Cleaned up needless rules on tomb spiders.

# AS OLD AS TIME

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Most Necrons are mindless husks with no will of their own. Tricked by the C'tan as part of their bargain for eternal life. But some managed, now known as the Necron Lords, to maintain some semblance of sentience and sanity, only to watch helplessly as the C'tan used their race as pawns in their conquest to scour the souls of the living from the galaxy. In a last spit of defiance against their C'tan deceivers, the lords entombed the Necrons, denying the C'tan their army of immortal warriors. With the Enslavers loose the C'tan began to starve and dwindle, leaving nothing but the husks of themselves (i.e their container vessel the Necrons made in the first place), the first and last boon of the Necrotyr. Sixty million years later the Necrons have emerged, with little hope of salvation for their race, those few lords shepherd over the mindless bodies of the last of their species in search for a way back.

Basically the further from a warrior you are the more sentient a Necron becomes.

I like to think of this as the C'tan got out competed by the Enslavers (aka the flood); without the Necrotyr to fight the Enslavers, they were doomed to lose.

## CORE RULES

The Necron special rule provides We'll be Back, and Phase Out.

## WE'LL BE BACK

The bargain, the 'gift' of the C'tan; the necrodermus grants Necrons with the incredible ability to regenerate themselves and shrug off damage to their systems in mere moment. These reanimation protocols give the Necrons incredible resilience and the sight is enough to instill fear in even battle hardened warriors, watching as their weapons seemingly do nothing against the tide of robotic warriors.

### *Self-Repair*

When a model with the **Necron** special rule is reduced to 0 wounds it is removed from the table as per usual, but it has one chance to return to the battle field so it is important to keep track of these models separately from models that have already failed their self-repair roll.

At the start of the Necron players turn, roll a d6 for every for every damaged model belonging to a surviving unit: On a roll of a 1-3, the model is destroyed for good. On a roll of a 4-6, the Necron is repaired and returns to play back with 1 wound remaining; place the model anywhere within unit coherency of its original unit.

A Necron model cannot self-repair if it was destroyed by a weapon which indicates that the Necron was to be removed from play, to suffer instant death, or to suffer damage from an attack that will overpower it. Additionally, if a Necron unit ever retreats then models belonging to that unit awaiting self-repair are permanently destroyed.

### *Alignment Fields*

Should the last remaining model of a unit ever be removed, place a reanimation token in its place. Necrons require the alignment fields and power signatures of their unit to regenerate. So if all that remains of a unit is a reanimation token then the models will not be able to make the roll without aid. Necrons have a number of ways to provide the necessary mapping signatures at point later on in the game.

If no nearby power source<sup>1</sup> within 6" of the token is present when it comes time to reanimate, forgo this turn's attempt to reanimate but leave the token where it was, but fear not you don't lose out on your chance forever; reanimation tokens remain in place until either the models have been given the chance at their self-repair roll, success or failure, or the game ends. When a unit is reanimated from a token, place the first model directly onto the token, then follow the normal unit coherency rules for the remaining models.

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<sup>1</sup>There are a variety of ways to provide the means for reanimation tokens to self-repair. Look for the power matrix special rule in the tomb spyder and canoptek reanimator unit entries, as well as the monoliths eternity gate and the infamous resurrection orb carried by many Lords.

# NECRON LORDS

## *Everliving*

Necron Lords must attempt to self-repair from his reanimation token ignoring all limitations except from being removed from play. When a lord attempts to repair, they may sacrifice any nearby Necron model within 6" to automatically pass the test — the sacrificed model is removed from play. Lords return to play with 1 wound. If the lord fails to self-repair he is removed permanently as a casualty, and Phase Out begins.

## PHASE OUT

“As quickly as they come, they leave.”

If the Necron Lord ever fails to self-repair at the start of all their following turns the remaining Necron force will begin to disappear in an eerie fashion. If the last Necron is removed from play from Phase Out it results in an instant victory for the enemy player.

When phase out is in effect, each surviving unit will take d3-1 automatic wounds or hull points with no saves allowed of any kind. Models reduced to 0 wounds or hull points phase out — they are removed from play. Self-repair rolls are no longer made, and any reanimation tokens are lost.

## *Chain Teleportation*

Necrons have several means of teleporting: many models can Deep Strike, a Monolith can bring models to itself, a Necron Lord with a Veil of Darkness can transport a unit, and so on. Under no circumstances can any unit or model make more than one teleport move in a single turn. Examples include using the veil of darkness to move a squad to within 18" of a Monolith, which then phases them to its portal, or deep striking a unit of Flayed Ones onto the battlefield and then moving them with the veil. There are no exceptions to this, no matter how clever your logic.

## *Fighting the Necrons*

Necrons are largely mechanical creatures, and as such it might seem inappropriate that weapons such as sniper rifles, which normally use poison to achieve their effect, and agonisers, which work against an enemy's nervous system, should be effective against them. In practice, anyone using these weapons against Necrons would make adjustments to counter the Necrons' defenses, for example, using acid rounds instead of poisoned rounds or altering the charge from an agoniser to affect the Necrons power systems. Because of this, Necrons do not receive any special immunities in this regard. In the Warhammer 40,000 universe there are many troops with an equal claim to special immunities, such as Tyranids and Daemons. It is therefore logical to assume that weaponry will keep pace to maintain fairness and avoid unnecessary complication.

## *Morale*

Necrons don't suffer panic or fear in the same way as other races, but they can become lost in a protocolic state loop, stuck in a erroneous progamatic function improperly interpreting sensory data, retreating where circumstances make it logical for advantageous and vice versa them to do so. Consequently, Necrons take Leadership, Morale and Pinning tests just like other troops do. Note that if Necron units have suffered casualties which have then self-repaired but are separated from the main body of the unit then these models are ignored when considering whether the unit is in coherency or not.

# THE NECRON ARSENAL

## RANGED WEAPONS

### Atomizer Beam

Swinging its nanoscarab repair beams unto unlucky foes is the canoptic reanimators only form of defense; to deconstruct nearby enemies one atom at a time.

Hits from the atomizer beam always wound a 4+, against vehicles it will cause a glancing hit on a 6

Range	S	AP	Type
12"	*	-1	Assault 3

### Cutting Beam

The cutting beam mounted within the acanthrites's thorax is a highly concentrated shaft of thermal energy able to slice apart the toughest materials, dissecting steel stone and flesh equally with the precision of a surgeons blade.

Range	S	AP	Type
12"	6	2	Assault 1, Melta

### Death Ray

The ominous whir and sunken glow of the death ray powering up means devastation is not far behind. The concentric rings along the axis begin to spin as an iridescent beam streaks across the sky, leaving a distorted purple after image for any fortunate to witness such destruction and live.

To fire the death ray, position the flamer template on its edge wholly within range of the firer. Every unit which has models underneath the line is hit by the attack, the number of hits equal to the number of models.

Range	S	AP	Type
24"	8	2	Heavy 1, armour bane

### Disintegrators

The disintegration lance emits beam of glowing magenta from itself unto its target, until a feedback event causes it to snap forth in a flash of brilliance and utter devastation. It is suspected that these weapons are using some similar technology to the primary monolith weapon.

	Range	S	AP	Type
Disintegrator	24"	4	5	Rapid Fire 1, Sniper
Disintegration Lance	36"	6	4/-1	Assault 1, Blast, Rending
Disintegrator Array	18"	6	-1	Pistol 6

### Gauss Weapons

Gauss projector weapons are the most common of all guns carried by the Necron soldiery and vary in appearance from the

rifle-sized gauss flayer through to the massive heavy gauss cannon. Gauss weapons are horrifying devices that can strip a target down molecule by molecule and reduce it to its constituent atoms in a matter of seconds.

When rolling to wound with gauss weapons they will always wound on a roll of a 6. Additionally, all wound rolls of a 6 gain -1 rend.

When targeting a vehicle rolling a 6 on the armour penetration roll, if you have not already scored enough to make a penetrating hit, grants an additional d3 armour penetration — but only glances can be scored at this point.

	Range	S	AP	Type
Gauss Flayer	24"	4	5	Rapid Fire
Gauss Blaster	24"	5	4	Assault 2
Gauss Cannon	24"	6	3	Heavy 3
Heavy Gauss Cannon	24"	7	3	Heavy 4
Gauss Annihilator	36"	9	2	Heavy 1

### Heat Ray

The most prominent of the necron fussion weapons, the heat ray has a unique capability, not seen in any imperial weaponry, to widen its field focus to hit a large target area. It is capable of melting through enemy armour as well as boiling dug in enemies making the weapon aptly suitable for assaulting enemy defenses.

	Range	S	AP	Type
Focused	24"	8	1	Heavy 2, Melta
Dispersed	12"	5	4/-1	Heavy 1, Template

### Particle Weapons

These weapons emit a stream of minuscule particles that detonate on contact with any other matter. They are incredibly reliable, needing only enough energy to maintain the containment field that prevents particle contamination.

	Range	S	AP	Type
Particle Beamer	12"	6	5	Assault 1, Blast
Particle Syphon	24"	6	5	Heavy 3, Blast
Particle Shredder	24"	7	4	Heavy 1, Large Blast

### Particle Whip

The particle whip emits a tightly focused particle beam, which is used as the carrier for a single, sudden, and immensely powerful energy discharge. Channeling through the glowing focus crystal atop the monolith, a single ear splitting crack from the

particle whip is enough to reduce tanks to smouldering wrecks and infantry to molecular vapor.

Any target(s) who are unfortunate to lie directly under the central hole of the large blast template treat this attack as Strength 10 AP 1.

Range	S	AP	Type
24"	8	3	Ordnance 1, Large blast

### Tesla Weapons

A tesla destructor is a massive weapon which unleashes a bolt of crackling florescent lightning that whisks from foe to foe after hitting its target, charring flesh and melting armour. Tesla bolts feed off the energy released by the destruction, the lightning becoming more furious with every excitation. Smaller forms of these lightning guns are also seen.

	Range	S	AP	Type
Tesla Carbine	24	6	-	Rapid Fire
Tesla Cannon	24	6	-	Heavy 3, Tesla
Tesla Destructor	24"	7	-	Heavy 5, Tesla, Arc

**Tesla:** Tesla shots have a chance to strike several times with a single shot. For every To Hit roll of a 6, the target suffers 2 additional automatic hits.

**Arc:** Once the tesla destructors initial shot is resolved, roll a d6 for each unit (friendly, enemy, engaged or otherwise) within 6" of the target unit. If you roll a 6, that unit suffers d6 automatic strength 5 ap - hits.

### Transdimensional Beamer

Used as a convenient method of vanishing unwanted debris and invaders of tomb worlds, transdimensional beamers send their targets into a pocket dimension.

Hits from transdimensional beamers do not roll to wound as normal, but instead the model must take a strength test. If the test is failed, the model is removed from play with no saves allowed of any kind. This attack cannot be used on any model with the bulky special rule, monstrous creatures, or vehicles.

Range	S	AP	Type
12	*	-	Assault 1

## MELEE WEAPONS

### Warscythe

Warscythes are made from the same living metal as the hulls of Necron ships and the C'tan necrodermis. They have phase blades that slip effortlessly through the most powerful armour. A well-directed Warscythe can cut the barrel from a Leman Russ or carve a hole in the side of a bunker.

Range	S	AP	Type
-	+2	2	melee, armour bane, C'tan phase blade

**C'tan phase blade:** Invulnerable saves made against a warscythe are made at a -1 penalty.

### Hyperphase Blade

The energy blade of a hyperphase sword vibrates across dimensional states, and can easily slice through armour and flesh to sever vital organs within.

A hyperphase sword is a power weapon.

Range	S	AP	Type
-	user	2	melee, rending

### Void Talons

The gleaming wicked black edge of a void talons flickers in and out of existence, causing molecular bonds to disintegrate in any foe unfortunate enough to be struck.

Range	S	AP	Type
-	user	4	melee, rending

### Flensing Blades

The long metallic claws of some Necrons can carve through their prey with sickening ease. Most gruesome is the behavior

of flayed ones, which will use their digits to nimbly 'process' and adorn their prize.

Range	S	AP	Type
-	user	5	melee, shred

### Staff of Light

The Staff of Light is a device of arcane technology that serves as both a symbol of rank and a weapon for Necron Lords. Its haft is actually a disguised power generator rod, and the crest a finely tuned focusing device, allowing the wielder to unleash searing bolts of energy at his foes.

As well as projecting devastating blasts of energy, the Staff of Light may also be used in the Assault phase, in which case it counts as a power weapon.

Range	S	AP	Type
12	5	3	Assault 3
-	user	3	melee

### Gauntlet of Fire

The gauntlet of fire takes the form of an armoured glove and vambrace, whose length crackles and flows with green flame. The gauntlet's mechanisms are controlled by a series of sub-mechadermal filaments, allowing the wielder a level of control over the gauntlet as fine as over his own hand.

A gauntlet of fire is a close combat weapon. Attacks made with a gauntlet of fire re-roll failed rolls To Hit and To Wound in close combat. The gauntlet of fire can also shoot with the following profile

Range	S	AP	Type
-	user	3	Melee, Rending
Template	5	5	Assault 1

# WARGEAR

## Disruption Field

*The grasping, metal claws of the Necrons pulse with unnatural energies that seem to warp the skin of vehicles as they strike. Even the most heavily armoured vehicle can be torn apart by Necrons with such powers.*

Disruption fields are used in assaults against vehicles. Count up all the successful hits from models with disruptions fields against a vehicle in close combat, and at the initiative 0 step the vehicle is suffers one extra hit with Strength equal to the number of hits and an AP of 1.

## Destroyer Body

*Complete merging of their form with a destroyer chassis is rare, only the Lords who have gone truly insane are willing to mutilate what body they have left.*

The Necron Lord gains +1 Toughness and becomes jump infantry that is bulky. A Lord with a destroyer body requires a model with at least two starting wounds to harvest for automated self-repair, or two separate one wound models.

## Entropic Strike

When making saving throes against an attack with this special rule you do so at a -1 penalty.

## Flensing Scarabs

*These are swarms of specially purposed nano scarabs designed to swiftly and violently separate flesh from bone & although no more than mere insects in sizer their attentions on living targets are nevertheless as deadly as they are horrific. Crawling over and living on the body of their Necron hosts, these murderous machines assail and swarm over the Necrons victims as they reach out.*

A unit or model equipped with Flensing Scarabs has +1 to hit in the first round of assault it takes part in during the game.

## Gaze of Flame

*Flickering witch-fires blaze from the metal death mask of the Necron Lord, chilling the very heart of those who look upon it, stealing away their strength and crushing their courage.*

Models belonging to units which charge into combat with the Necron Lord gain no bonus to their Attacks for charging as they are inexplicably slowed at the last instant (even Tyranids, Daemons and other things which you would think were immune to such powers). Note that only the normal +1 Attack for charging is lost. Any additional advantages due to a unit's special abilities are unaffected. Enemy models fighting in a close combat involving a Necron Lord with a Gaze of Flame suffer a -1 Leadership penalty, in addition to any other modifiers.

## Lightning Field

*Bolts of emerald lightning arc from the Necron Lord to nearby Necrons, energizing and charging their carapaces and electrocuting any foe who comes near.*

Powerful arcs of energy link and jump between the Necron Lord and nearby necrons. For every successful to wound roll against the Lord or any Necron in the same combat as the Lord, a single Strength 3 hit will be struck back against the attacker as they are burned and shocked.

## Nightmare Shroud

*The worst fears are summoned from the pits of nightmare and thrust into the minds of all those near the Necron Lord. Palpable waves of horror radiate from the metal-skinned monster,*

*and all who look upon it will find their courage tested to the very limit.*

The Nightmare Shroud may be activated in the Shooting phase instead of firing a weapon. Every enemy unit with a model within 12" of the Necron Lord must take a Morale check as though they had taken 25% casualties. All the normal exceptions apply, ie, units that will never fall back are immune to the Nightmare Shroud.

## Phase Shifter

*The very fabric of the Necron Lord seems hazy and indistinct, as though he were not completely corporeal. Shots and blows pass through his mechanical body and even the most powerful weapons cannot harm him.*

A Necron Lord with a Phase Shifter gains a 4+ Invulnerable saving throw.

## Phylactery

*This vial of black crystal is filled with thousands of tiny canoptic automatons. Once released, the onyx swarm of constructs envelops the bearer's necrodermis, repairing wounds and flooding their body with synthetic stimuli.*

At the start of the Necrons movement phase, the lord will regenerate a wound. Upon the first death of the Necron lord, the phylactery will automatically self-repair to d3+1 wounds. At this point the phylactery is expended and will cease to function for the remainder of the game.

## Resurrection Orb

*With a gesture from the Necron Lord the scattered remains of destroyed warriors crawl together before standing ready to do battle once more. This glowing sphere focuses energy into the regeneration circuits of surrounding Necrons, hastening their repair.*

A resurrection orb is a small, portable power matrix which is capable of providing the standing waves crucial for Necron self-repair. Reanimation tokens may attempt to self-repair when within 6" of the resurrection orb.

Additionally, models within 6" of the resurrection orb ignore all limitations which would prevent self-repair, but this is only applicable at the point a model is removed as a casualty, and cannot be used retroactively.

## Triark Body

*The Necron Lord has had his natural limbs replaced with those of the horrific triarks, allowing him to leer over the battlefield and dive down with deathly speed to destroy his enemies.*

The Necron Lord gains +1 Toughness and becomes a beast that is bulky. A lord with a triark body requires a model with at least two starting wounds to harvest for automated self-repair, or two separate one wound models.

## Veil of Darkness

*The Necron Lord can summon a veil of darkness which twists about it like a ghostly cloak blown by an ethereal breeze. When the darkness ebbs, the Lord and those nearby will have disappeared, only to reappear mysteriously some distance away moments later.*

A Necron Lord can use a Veil of Darkness at the start of its Movement phase instead of moving normally. The Necron Lord and up to one non-vehicle unit within 6" of it are removed from the tabletop and both are then immediately placed back together anywhere on the tabletop using the Deep Strike rules.

The Veil may be used even if enemy models are in base contact with the Necron Lord or any of the Necrons that move with him (the enemy models are left behind).

### Mindshackle Scarabs

*Mindshackle scarabs are one of the Necrons' chief methods of controlling alien races. At the bearer's command, tiny scarabs bury into the victim's mind and bypass cerebral functions, turning the victim into little more than a puppet under the control of the scarabs' master.*

At the start of the Assault phase, after assault moves have been made, but before any blows are struck, randomly select an enemy model in base contact with the bearer of the mindshackle scarabs. That model must immediately take a Leadership test at a -1 penalty. If the test is passed, the mindshackle scarabs have no effect. If the test is failed, the victim strikes out at his allies. Instead of attacking normally, he makes one single attack untowards his own unit when it is his turn to attack. These hits are resolved at the victim's Strength, and benefit from any abilities and penalties from his close combat weapons (the controller of the mindshackle scarabs chooses which, if there is a choice). At the initiative 0 step, if he is still alive, the victim returns to normal and may attack with the remainder of his attacks, if there are any.

### Quantum Shielding

*Necron quantum shielding defies examination, for it exists only at the moment of deflection - at all other times there is no indication of its presence.*

A unit with quantum shielding can select one of its armour facing arcs, increasing its armour value by 1. Any time the vehicle moves you may change the facing. Quantum shields only work against ranged attacks.

### Sempiternal Weave

*Many a Necron Lord's exoskeleton is threaded with filaments of phase-hardened amaranthite and adamantium, vastly increasing their hardness.*

A model with sempiternal weave has a 2+ armour save

### Tachyon Arrow

*The tachyon arrow is an intricate wrist-mounted energy caster. When activated, it transmutes a sliver of inert metal into an unstoppable thunderbolt capable of piercing the heart of a mountain.*

The tachyon arrow allows the bearer to make the following shooting attack once per game:

Range	S	AP	Type
infinite	10	1	Assault 1, Blast

## CRYPTTEC WARGEAR

The disciplines of techno-sorcery are wide and varied. It is rare for two Crypteks to evince exactly the same abilities, but for the purposes of games of Warhammer 40,000, we can assume that they fall into several broad categories of effect. Presented here are items of wargear tied to the four most common techno-sorcerys. As presented in the army list, no Cryptek can mix wargear from two or more disciplines - such a thing is almost entirely unheard of as it indicates a most untrustworthy or undisciplined mind.

## HARBINGERS OF DESPAIR

*Accomplished Psychomancers are amongst the most keenly retained of all Crypteks. If their abilities are properly employed, the enemy's morale will be shattered within moments of the battle's start.*

### Abyssal Staff

*To succumb to the swirling ebony mists called by the abyssal staff is to be swallowed in impenetrable madness.*

To Wound rolls from the abyssal staff's shooting attacks are made against the target's Leadership, rather than Toughness. The abyssal staff's shooting attack has no effect against vehicles. Note that this is done on a model per model basis, so a model cannot benefit from another's higher leadership.

Range	S	AP	Type
template	8*	1	Assault 1

### Harp of Dissonance

*A single booming bass note from these electrum strings can age and destroy the mind.*

Range	S	AP	Type
infinite	6	-	Assault 1, entropic strike

**Entropic Strike:** A model or unit struck by this weapon suffers -1 leadership until the end of the turn.

### Tesseract Labyrinth

*A tesseract labyrinth is the physical manifestation of a pocket-dimensional prison gateway. Once caught within its folds, there can be no escape.*

One use only. The bearer can use the tesseract labyrinth in lieu of making close combat attacks that round. Choose a character or monstrous creature in base contact with the bearer. The victim must immediately roll equal to or under its remaining Wounds on at least one of two d6, or be trapped within the tesseract labyrinth forever. Remove as a casualty with no saves of any kind allowed.

## HARBINGERS OF DESTRUCTION

*Plasmancers are not subtle beings, for they were chosen to wield raw energy rather than go to the trouble of binding it into other forms. Thus are they known as Harbingers of Destruction, as that is their gift to the galaxy.*

### Eldritch Lance

*This stave can emit a blast of furious energy whose passage makes even the air scream in agony.*

Range	S	AP	Type
18	8	2	Assault 1

### Materlitic sequencer

A small spinning sphere of phosphorescent blue launches from the hand of the Cryptek, only to pull nearby matter into itself and drop with a clang unto the ground.

One use only. In the Necrons movement phase you may nominate a location within 12" of the Cryptek, and scatter a large blast template as if it were a shooting attack. Instead mark where the blast marker landed. For the remainder of the game, Any time the Cryptek's unit attacks something inside the marker they may re-roll failed to wound rolls.

### Solar Pulse

The Cryptek's staff unleashes a flash of searing light, blinding his enemies and illuminating the battlefield.

One use only. The solar pulse can be used at the start of any turn. If the Night Fighting rules are in effect, they cease to apply until the end of the turn. If the Night Fighting rules are not in effect, then they apply until the end of the turn.

## HARBINGERS OF ETERNITY

Chronomancers are known as Harbingers of Eternity, as knowledge of the future flows through their every act. Few Harbingers of Eternity are trusted, as they always have a shrewd idea of how any event will unfold.

### Aeonstave

The sapphire head of an aeonstave contains a massive chroral charge that, when unleashed, can trap a foe in a bubble of slow-time.

The aeonstave is a close combat weapon and has the shooting profile bellow. Any enemy that suffers an unsaved Wound from an aeonstave loses the Fleet special rule (if he has it) and has his Weapon Skill, Ballistic Skill, Initiative and Attacks values reduced by 1 until the end of the turn.

Range	S	AP	Type
18"	6	-	Assault 1, Blast

### Chronometron

The chronometron allows the bearer to act out of phase from the normal time flow, permitting him to make minor, but sometimes potent, alterations to his destiny.

A model with a chronometron can re-roll one of his d6 rolls each phase. If the bearer is in a unit, this ability can be used to instead re-roll one of the unit's d6 rolls each phase.

### Timesplinter Cloak

The Cryptek is encased in shards of crystallised time, each splinter proof against any blow not landed in the split-second formed in another moment.

A model with a timesplinter cloak has a 3+ invulnerable save.

## HARBINGERS OF STORM

Harbingers of Storm are Ethermancers, with the fury of the turbulent skies at their command. They can summon lightning, or set enraged winds upon the foe.

### Ether Crystal

Still air comes to howling life in the presence of an ether crystal, buffeting the Cryptek's enemies with crushing pressure waves and bolts of lightning.

Any enemy unit arriving by Deep Strike within 6\* of the bearer of an ether crystal suffers d6 Strength 8 AP 5 hits. If any enemy unit arrives by Deep Strike within range of one or more ether crystals, then increase the number of hits by one for each ether crystal beyond the first (it doesn't suffer d6 hits per ether crystal).

### Siesmic Crucible

The bearer of a seismic crucible can induce localised tremors in rock, metal and even the air itself.

At the start of the enemy Assault phase, roll a d3 and nominate an enemy unit within 12 inches. If the nominated unit attempts to assault the Cryptek, or his unit, reduce their assault move by the result of the d3 for that phase.

### Voltaic Staff

Just as the ethermancer commands the voltaic staff, so does the voltaic staff command the lightning.

Range	S	AP	Type
12	5	5	Assault 4, Haywire

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*Chapter 3*

*LAST OF THE NECROTYP*

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# HQ

**(1) Necron Lord** ..... **90 points/model**

*Once the most sophisticated of the C'tan's servants, the Necron Lords act as leaders and energy loci for the Necron warriors, shepherding their brethren throughout time in desperate hope of redemption. Clad in crumbling vestments and wielding ancient, arcane staffs, they are a chilling sight on the battlefield, directing their warriors attack in unnatural silence. The patina of age mars the silvered perfection of their forms and they wear the accumulated power of millennia like a robe. Glittering arcs of energy surround their every gesture and haunting fires burn in their empty eye sockets.*

Every Necron army is led by a single Lord. You must field one, and cannot field more.

	WS	BS	S	T	W	I	A	Ld	Sv
Necron Lord	4	4	5	5	4	4	3	10	3+

**Unit Composition**

- 1 Necron Lord

**Unit Type**

Infantry (Independent Character)

**Wargear**

- Staff of Light
- Tachyon Arrow

**Special Rules**

- Necron
- Ever living
- Phaeron

**Phaeron**

*Necron Lords are the supreme authority to their sea of lost souls. Guiding the actions and even the wills of those who follow blindly. During the shooting phase the Necron Lord may nominate an enemy unit within line of sight, allowing nearby Necrons units within 6" to ignore standard target priority rules when attacking it.*

**Options**

- A Necron lord may exchange his staff of light with a warscythe ..... 10 points
- A Necron lord may exchange his tachyon arrow for one of the following
  - gauntlet of fire ..... 5 points
  - resurrection orb ..... 25 points
- A Necron lord may take one of the following:
  - Sermpiternal weave ..... 30 points
  - Phylatery ..... 30 points
  - Phase shifter ..... 40 points
- A Necron lord may take one of the following:
  - Gaze of flame ..... 15 points
  - Lightning field ..... 25 points
  - Nightmare shroud ..... 30 points
  - Mindshackle scarabs ..... 35 points
  - Veil of Darkness ..... 60 points

**Alterations**

- Some Necron lords have altered their form:
  - Triark body ..... 35 points
  - Destroyer body ..... 35 points

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**Mark of the Flayer**

*Madness stalks the sundered intellects of the Lord an affliction that is slowly destroying them body and mind as one after the other they succumb to the Flayer contagion.*

The Necron lord may be given the Mark of the Flayer for 0 points. Doing so makes flayed ones no longer 0-1, and allows units with the Necron special rule to purchase flensing scarabs at 10 points per unit.

Should the Lord, and/or a unit they have joined wipe out a unit in an assault or fail a Morale check, before resolving any further consequences of this event roll a d6 and immediately apply the result on the table below before carrying on.

**1 – Berserk:** The Lord is seized by murderous fury and is unable to tell friend from foe. If part of an Infantry unit, d3 automatic hits (using the Lord's own close combat weapon) are inflicted on that unit (the controlling player must choose the closest models to the Overlord in the unit to be struck by

these attacks). If alone and not part of an infantry unit, they immediately take a single Wound with no saves of any kind.

**2-5 – Remains in control:** The Overlord is able to control their madness by sheer force of will. No effect,

**6 – Transfiguration:** The Overlord is transfigured by madness and their auto-repair system distorts their body to forms better able to express the malignance that consumes them, starting their inexorable slide into the horror of becoming a Flayed One. The Overlord gains the Fearless and Rage special rules (note that if they were about to flee, they will no longer do so and the combat round ends) However, at the end of the battle regardless of whether or not they survive, the Overlord is counted as destroyed.

**Cryptecks**.....**35 points/model**

*Who's minds are tattered but not entirely gone. Leaving them with nothing left but their own insanity. Cryptecks are thought to be Necrotyer who had presence and power of some kind. They have strange forms, and the most peculiar collection of mystical artifacts and trinkets.*

Up to four Cryptecks can be taken as a single HQ slot. They will all act as completely separate units. Your army may include 1 for every 500 points.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Cryptec	4	4	4	4	2	2	1	9	3+

**Unit Composition**

- 1 Cryptec

**Unit Type**

Infantry (Independent Character)

**Wargear**

- Staff of Light

**Special Rules**

- Necron

**Harbingers**

- There are four types of Cryptec, of which you must select one. You may not have more than one of any specified type in an army.
  - Harbinger of Despair
  - Harbinger of Destruction
  - Harbinger of Eternity
  - Harbinger of Storms
- After selecting a harbinger type, you may select any two pieces of wargear from the Cryptec wargear section.

## ELITES

### (0-1) Pariahs ..... 30 points/model

*Crafted from a terrible symbiosis of Necron technology and human evolution, Pariahs represent the next phase of the dead C'tan's ideal for the galaxy. Resembling artificial beings of soulless perfection, Pariahs radiate a sense of palpable menace and horror to those around them. Blotting out psychic emanations and infusing those nearby with the sense of their own mortality, Pariahs embody the ultimate horror of the Necron threat.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>		
Pariah	4	4	5	5	2	3	2	9	3+		
										<b>Unit Composition</b>	
										• 4-10 Pariahs	<b>Special Rules</b>
											• Living Metal
											• Soulless
											• Null Zone
											• Immune to Psychology
											• Fear
										<b>Unit Type</b>	
										Infantry	
										<b>Wargear</b>	
										• Warscythe (with built in gauss flayer)	

**Soulless:** Any enemy unit with a model within 12" of a Pariah counts as having Leadership 7, unless it would normally be less than that.

**Null Zone:** Any psyker within 6" of a Pariah at the start of their turn must take a Morale check or fall back along with any squad they are leading. If the psyker is in close combat at the time and fails the Morale check, he will not fall back but will only hit on a 6 in the Assault phase for that turn.

**Living Metal** 60 million years ago the C'tan seeded the blanks, the pariah gene, into the universe. They were a to be a tool to undermine and destroy the old ones. Pariah are formed from the harvested blanks merged with a altered form of necrodermus. The living metal superstructure of a paraih lends it incredible resistance and unique adaptive capabilities, although it cannot self-repair in the way Necrons can. Pariah have feel no pain 5+.

### Deathmark Triarks ..... 35 points/model

*No target can evade the Deathmarks. Watching from dimensional subliettes, these monsters track enemy movements, communications and even teleport signatures before striking. They do so in a blaze of disintegrator fire that rips even the air apart.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>		
Deathmarks	3	4(5)	4	5	2	2	2	8	3+		
										<b>Unit Composition</b>	
										• 1-3 Deathmarks	<b>Special Rules</b>
											• Necron
											• Hyperspace alignment
											• Bulky
										<b>Unit Type</b>	
										Beast	
										<b>Wargear</b>	
										• Disintegration Lance	
										• Targeting synapses	

**Targeting synapses:** The advanced targeting synapses of deathmarks increases their Ballistic Skill by 1.

**Hyperspace alignment:** Deathmarks can overwatch against any unit which arrives via teleportation or warp travel deep strike, even if they shot the turn before.

### Skorpek Triarks ..... 32 points/model

*The scuttling multi-legged movement of Skorpeks across the landscape is an unnerving sight indeed. Similar to locus destroyers, there is even less left of the original Necrotyr, having had their body transformed into nothing more than a tool for killing. The blades of the skorpek slice through their prey with ease leaving a wake of death.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>		
Skorpeks	4	4	5	5	2	3	2	8	3+		
										<b>Unit Composition</b>	
										• 3-6 Skorpeks	<b>Special Rules</b>
											• Necron
											• Bulky
										<b>Unit Type</b>	
										Beast	
										<b>Wargear</b>	
										• Hyperphase blades	

**(0-1) Canoptic Plasmacyte.....35 points/model**

*Canoptic Plasmacytes use monomolecular field generators to inject an infectious, controlling energy into the nearby Necrons. This hateful substance — as dangerous as it is powerful — heightens the subject’s nihilistic insanity and drives their mindless annihilation to new heights.*

Up to three plasmacytes may be taken in a single force organization slot. They will all act as completely separate units.

Plasmacyte	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>	<b>Unit Composition</b>	<b>Special Rules</b>
	2	0	3	3	1	2	1	8	4+	<ul style="list-style-type: none"> <li>• 1</li> </ul>	<ul style="list-style-type: none"> <li>• Recall Protocol</li> <li>• Construct (cannot secure objectives)</li> <li>• Rage Generator</li> </ul>
										<b>Unit Type</b>	
										Beast	
										<b>Wargear</b>	
										<ul style="list-style-type: none"> <li>• Claws (close combat weapon)</li> </ul>	

**Recall Prototol** Canoptic plasmacytes must nominate a unit at the start of the game, and must maintain coherency with said unit throughout. If the unit in question ever is destroyed (or reduced to a reanimation token) then the plasmacyte will phase out after reanimation protocols are finished. So long as it remains within coherency of the nominated unit though it cannot be targeted by ranged attacks as if it were a character.

**Rage Generator** The control the plasmacyte can induce is a tool that Lords, although some begrudgingly, take full advantage of. So long as the plasmacyte remains alive, its nominated unit gains either the rage or furious charge special rule (extra attack on charge, or +1 S and +1 I on charge). This can be changed at the start of the necron players turn.

## TROOPS

**Necron Warrior Phalanx** ..... **18 points/model**

The skeletal form of a Necron warriors is a spine-chilling sight, as bullets and lasblasts bounce harmlessly from its metallic limbs. The gauss flayer which it wields is no less terrifying, as it strips its target down atom by atom; in a heartbeat it dissolves armour, skin, muscle, and then disintegrates bone until nothing remains. The Immortals were among the most favored Necrotyr servants of the C'tan, and were the first of their kind to give up their cursed, fleshy bodies to become the soulless Necrons. Implacable metal giants, the lustre of their gleaming bodies has been eroded by the ravages of time. Fleshless metal skulls strike fear into the hearts of their foes and the eerie silence of their advance is more unnerving than a bloodthirsty battlecry.

	WS	BS	S	T	W	I	A	Ld	Sv
Warriors	4	4	4	4	1	2	1	8	3+
Immortals	4	4	5	5	1	3	1	9	3+
Royal Warden	4	4	5	5	2	3	2	9	3+

**Options**

- Up to half the unit may be upgraded to Immortals ..... 4 points/model
- The entire unit may be equipped with disruption fields ..... 2 points/model
- A single warrior may be upgraded to a Royal Warden ..... 8 points/model
- Warden may upgrade to have a phase blade ..... 10 points

**Unit Composition**

- 5-20 Necrons

**Unit Type**

Infantry

**Wargear**

- Gauss Flayer (Warrior)
- Gauss Blaster (Immortal, Warden)
- Shielding cloak (5+ invulnerable) (Warden)

**Special Rules**

- Necron
- Legion
- Relentless March (Warden only)

**Legion:**

Necron warriors and immortals share a basic form, and can provide the necessary power field to self-repair one another. When checking for valid reanimation tokens to self-repair, a nearby unit of warriors or immortals can provide the necessary means for one another in order for the damaged models to self-repair.

**Relentless March:** A royal warden grants his unit the maximum run distance.

**Canoptic Reanimator** ..... **85 points/model**

Canoptic Reanimators prowl the Necron lines, shooting out ethereal beams swarming with nanoscarabs. Necrons touched by these unnatural lights stagger to their feet, resurrected, repaired and ready to fight again, Foes are less fortunate, wailing in agony as their atoms are torn apart and recombined in a hideous, gory fashion.

Up to three canoptic reanimators may be taken in a single force organization slot. They will all act as completely separate units. You may only take as many reanimator units as you have warriors.

	WS	BS	S	⌊ Armour ⌋				I	A	Hp
				F	S	R				
Reanimator	3	4	5	12	12	12	2	1	3	

**Unit Composition**

- 1 canoptic reanimator

**Unit Type**

Vehicle (Walker)

**Wargear**

- Atomizer Beam
- Nanoscarab tranlocator beam

**Special Rules**

- Sentinel Construct (no crew, cant suffer crew shaken or stunned)
- Power Matrix

**Nanoscarab Translocator Beam**

The sole purpose of canoptic reanimators is to ensure the survival of the Necron host. They wade through the battlefield scanning to locate and repair Necrons who's damage is beyond self regeneration alone.

When rolling for self-repair, a unit who is within 6" of a canopic reanimator automatically succeeds for one model who otherwise failed the test.

**Power Matrix**

The canoptic reanimator can provide the needed mapping signatures for damaged models to self-repair from reanimation tokens.

**(0-1) Flayed Ones** ..... **18 points/model**

*Twisted and ghoulish terrors of the night, the Flayed Ones advance before the Necron force, spreading fear like a plague before them. Stooped yet terrifyingly agile beasts from man's darkest nightmares, the Flayed Ones' long flensing blades can strip the skin from their prey in seconds. Thin and wiry, they adorn themselves with the still-wet hides of their victims, leaving the skinned corpses to sow fear and confusion amongst their enemies' ranks.*

	WS	BS	S	T	W	I	A	Ld	Sv
Flayed One	4	4	4	4	1	3	1	8	3+

**Flayer Virus**

*The insanity of flayed ones that drives them to become flesh again is feared utmost by other necrons.*

No character can join a flayed ones unit, unless they have the Mark of the Flayer. Additionally, other necrons are subject to the Fear special rule as if flayed ones were their enemies.

**Unit Composition**

- 5-10 Flayed ones

**Unit Type**

Infantry

**Wargear**

- Flensing Blades

**Special Rules**

- Necron
- Deep strike
- Infiltrate
- Fear
- Move through cover

**Deathmarks** ..... **20 points/model**

*No target can evade the Deathmarks. Watching from dimensional subliettes, these monsters track enemy movements, communications and even teleport signatures before striking. They do so in a blaze of disintegrator fire that rips the even the air appart.*

	WS	BS	S	T	W	I	A	Ld	Sv
Deathmarks	3	4	4	4	1	2	1	8	3+

**Unit Composition**

- 5 Deathmarks

**Unit Type**

Infantry

**Wargear**

- Disintegrator

**Special Rules**

- Necron
- Hyperspace alignment
- Bulky

**Hyperspace alignment:** Deathmarks can overwatch against any unit which arrives via teleportation or warp travel deep strike, even if they shot the turn before.

## FAST ATTACK

### Necron Wraiths ..... 40 points/model

*Grotesque floating killers, Wraiths move like ghosts, shifting in and out of phase. A Wraith's spinal cord is elongated and fluid, equipped with powerful shock lashes and blades. Wide, hunched shoulders support a leering, Skull face, and long, whip-like arms wield scalpel blades for fingers and a nightmare assortment of arcane surgical equipment.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Wraiths	4	4	6	5	2	4	2	8	3+

#### Phase Shift

Because they can phase in and out as they move, Wraiths have a 4+ Invulnerable save. When attacking models in or behind cover, Wraiths count as having assault grenades.

#### Unit Composition

- 3-6 Wraiths

#### Unit Type

Jump Infantry

#### Wargear

- Voidtallons

#### Special Rules

- Necron
- Phase Shift
- Rending
- Wraithflight
- Bulky

#### Wraithflight

Wraiths move in the same way as jump infantry but, because they can pass intangibly through terrain, they regard no terrain as impassable and never have to take Difficult Terrain tests. Wraiths cannot end their move 'inside' objects to avoid being shot at. They cannot move through enemy models or vehicles either.

### Hexmark Triarks ..... 55 points/model

*The imperial designation of hexmark is because of the visual similarities to deathmarks. But the form of attack is a near opposite. Bursting from their dimensional oubliettes like ambush predators, these hunchbacked monsters unleash inescapable hails of enmitic fire. Independent ocular targeting and optimised firing patterns leave their prey with no escape.*

Up to two hexmarks may be taken in a single force organization slot. They will all act as completely separate units.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Hexmark	4	4(5)	4	5	2	4	4	8	3+

#### Unit Composition

- 1 Hexmark

#### Unit Type

Beast

#### Wargear

- Disintegrator array

#### Special Rules

- Necron
- Deep Strike
- Infiltrate
- Infra-sight
- Inescapable Death
- Bulky

**Targeting synapses:** The advanced targeting synapses used by hexmarks increases their ballistic skill by 1.

**Infra-sight:** The advanced sensory array of the hexmark makes it exceptionally capable of seeking out and killing unfortunate souls who think they can hide. The hexmark does not suffer any penalty for targeting models who are hard to hit, moving fast, or otherwise in cover.

**Inescapable Death:** Hexmarks can charge on the turn they arrive from deep strike.

### Canoptic Acanthrites ..... 25 points/model

*Resembling monstrous, artificial insects enfolded in shadowed wings of tenebrous force that propel them through the skies, Cancotek Acanthrites are often encountered in the vanguard of Necron assault spearheads and extermination campaigns. Their numbers vary from a mere handful to vast hosts of these abhorrent machine-locusts, capable of stripping a city down to rubble and slaughtering its inhabitants in a merciless tide of destruction.*

These are the little ones.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Acanthrites	3	3	4	4	2	2	2	7	4+

#### Unit Composition

- 3-6 Acanthrites

#### Unit Type

Jump Infantry

#### Wargear

- Close combat weapons
- Cutting Beam

#### Special Rules

- Stealth
- Bulky
- Reporting Construct

**Reporting Construct:** While acanthrites are within 12" of a tomb spider gain they again the stubborn special rule and can use the tomb spiders leadership for all things.

**Scarab Swarms** ..... **12 points/model**

*Silver, beetle-like constructs, Scarabs move ahead of the main army, flying in swarms so thick that they blot out the sun. Scarabs appear without warning, silent but for the rustle of carapace on carapace, a moving carpet of death more deadly than the sum of its parts.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Scarab Swarms	2	0	3	3	3	2	3+1	7	5+

**Unit Composition**

- 3-6 swarm bases

**Unit Type**

Beast Swarms

**Wargear**

- Feeder mandibles (close combat weapon)

**Special Rules**

- Deep Strike

**Variations**

An entire unit of scarab swarms **must** select to one of the following types at no additional cost:

**Tesla Scarabs:** Gains Disruption Fields and Tesla attacks (see tesla weapons)

**Entropic Scarabs:** Gains Entropic Strike and the armour bane special rule.

**Charnel Scarabs:** Gains Shred and Rending special rules. These may only be selected if the Lord has Mark of the Flayer.

**Canoptic Anthracites** ..... **65 points/model**

*Resembling monstrous artificial serpents, Canoptic Anthracites are often encountered in the vanguard of Necron assault spearheads and extermination campaigns. They are primarily probe mechanoids, programmed to report back to their Canoptic Tomb Spider controllers via their interstitial interfaces. These huge mechanical creatures are incredibly fast, crawling up and over obstacles with horrifying guile. Their mass alone makes them extremely difficult to fight, but their bodies are teeming with talons and claws.*

These are the big ones.

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Anthracites	3	3	5	6	3	2	3	7	3+

**Unit Composition**

- 1-3 Anthracites

**Unit Type**

Beasts

**Wargear**

- Close combat weapons
- Particle Beamer

**Special Rules**

- Stealth
- Bulky
- Move through cover
- Reporting Construct

**Options**

- Any Anthracite can replace its particle beamer with a transdimensional beamer ..... 5 points

**Reporting Construct**

While anthracites are within 12" of a tomb spider gain they again the stubborn special rule and can use the tomb spiders leadership for all things.

## HEAVY SUPPORT

**Locus Destroyers**..... **50 points/model**  
*Disturbing and twisted unions of what used to be a soul and, melded with a machine which only exists for destruction, lokhust Heavy Destroyers float omonously into view sewing death unto their foes with devastating blasts from afar. They have become the weapon, not just wield it. They bring death, and nothing else.*

	WS	BS	S	T	W	I	A	Ld	Sv
Locus Destroyer	3	4	4	5	2	2	1	8	3+

**Options**

- Any locus destroyer may exchange their gauss cannon for particle syphon ..... free
- Any locus destroyer may exchange their gauss cannon for gauss annihilator ..... 5 points

**Unit Composition**

- 1-3 Locus Destroyers

**Unit Type**

Jump Infantry

**Wargear**

- Gauss Cannon

**Special Rules**

- Necron
- Bulky
- Ponderous: Locus destroyers are ponderous, and can only move 6" a turn, but they can move and fire heavy weapons with no penalty.

**Annihilation Barge**..... **115 points/model**

*Annihilation Barges are the Necrons favored anti-infantry support platforms. Each is armed with a linked pair of tesla destructors - enormous energy cannons that fire ferocious arcs of eldritch lightning. Annihilation barges quick and slender silhouette and hover movement, it can quickly reposition heavy firepower to where ever its needed.*

	BS	┌ Armour ┐			Hp
		Front	Side	Rear	
Annihilation Barge	4	12	12	10	3

**Options**

- May replace the tesla cannon with a gauss cannon .... free
- May take quantum sheilds ..... 15 points

**Unit Composition**

- 1 Annihilation Barge

**Unit Type**

Vehicle (Skimmer)

**Wargear**

- Hull mounted twin-linked Tesla Destructor
- Pintle mounted Tesla Cannon

**Special Rules**

- Open topped

**Triarch Stalker** ..... **140 points/model**

While the Triarch Stalker can mount a wide array of anti- infantry and anti-armour weaponry, it is most commonly employed as a dedicated tank-hunter that roams far ahead of the main army. Able to navigate dense jungle and mountainous terrain as swiftly and sure-footedly as open plains, Triarch Stalkers can easily out maneuver more cumbersome tracked vehicles, the better to unleash their withering firepower against the thinner armour presented by the target's flanks and rear.

	⌊ Armour ⌋								
	WS	BS	S	F	S	R	I	A	Hp
Triarch Stalker	3	4	7	12	12	10	2	2	3

**Options**

- A doom stalker may exchange its heat ray with either a twin-linked heavy gauss cannon or a particle shredder ..... free
- May take quantum shielding ..... 20 points

**Unit Composition**

- 1 Triarch Stalker

**Unit Type**

Vehicle (Walker)

**Wargear**

- Heat ray
- Targeting Relay

**Special Rules**

- Open Topped
- Smash

**Targeting Relay**

One allied unit targeting the same target as the triarch stalker gains +1 to hit with ranged attacks.

**Tomb Spiders** ..... **70 points/model**

These arachnoid creatures are artificial constructs created to maintain the ancient Necron tomb complexes. Their many eyes stare out from a featureless, metallic block. The hooded carapace of a Tomb Spider provides essential protection while their flexible metal limbs repair Necron technologies, which they will also fight to protect.

You may take 3 tomb spiders for a single heavy support choice, they will act completely independently from one another.

	WS	BS	S	T	W	I	A	Ld	Sv
Tomb Spider	2	2	6	6	3	2	3	8	3+

**Options**

- Any tomb spider may exchange its transdimensional beamer for a fabricator claw ..... free
- May take a twin linked particle beamer ..... 10 points

**Unit Composition**

- 1 Tomb Spider

**Unit Type**

Monstrous Creature

**Wargear**

- Claws
- Transdimensional Beamer
- Gloom Prism

**Special Rules**

- Power Matrix
- Scarab Hive

**Power Matrix**

Tomb spiders provide the standing waves needed for Necrons to for damaged model to self-repair to reanimation tokens.

**Gloom Prism:** *Gloom prism: The Gloom Prism's energy field creates a zone shrouded from Warp-spawned power.*

Each time an enemy unit attempts to target the Canoptic Spider, or a friendly unit within 3", with a psychic power, roll a d6 if the Psychic test is passed. On a 5+, the power is nullified and has no effect.

**Fabricator Claw:** The fabricator claw array is a close combat weapon. In addition, if a Tomb Spider with fabricator claws is in base contact with a damaged vehicle it can attempt to repair the vehicle instead of making a shooting attack.

Roll a d6. If the result is 4 or more then one instance of permanent damage to the vehicle can be restored — note you cannot repair hull points with this.

**Scarab Hive:** During your movement a tomb spider harness is power matrix energy to energy to create a Scarab swarm. The swarm is placed in contact with the Spider at the start of the Assault phase — roll a d6. On a 1, the Spider takes a wound as it is drained by the energy expenditure. Each swarm produced will form a unit with the Tomb Spider that created it and must retain coherency with it for the remainder of the game.

When the number of scarabs reaches three, they may split off as their own unit.

What if scarab swarms could be consumed by the Necron player to do things? Like reanimate tokens or repair stuff?

**Canoptic Doomstalker** ..... **140 points/model**

*Canoptic Doomstalkers stride with eerie grace. The silhouette of these sinister mechanisms lumbering above the legions of Necrons is veritably a sight to behold, as their numbers count seemingly endless as glow of green stretches to the horizon. The doomstalkers annihilate all those who dare stand against them with searing blasts of death.*

	— Armour —								
	WS	BS	S	F	S	R	I	A	Hp
Doomstalker	2	4	7	12	12	12	2	2	4

**Options**

- A doom stalker may exchange its deathray with a twin-linked tesla destructor ..... free
- May take quantum shielding ..... 20 points

**Unit Composition**

- 1 Canoptic Doomstalker

**Unit Type**

Vehicle (Walker)

**Wargear**

- Deathray
- Twin-linked gauss flayers

**Special Rules**

- Sentinel Construct (no crew, cant suffer crew shaken or stunned)
- Smash

**Monolith** ..... **285 points/model**

*The Monolith combines the properties of transport craft, armoured destroyer and Necron power icon. Its ponderous form floats across the battlefield, its crystal core pulsing with sickly energy, powerful beams of gauss lightning whipping from its weapon mounts. The frontal section is capable of opening a dark portal and transporting Necrons to the battlefield to cause fresh havoc.*

A Monolith may only be included in games of 1400 points or higher.

	— Armour —				
	BS	Front	Side	Rear	Hp
Monolith	4	14	14	14	5

**Eternity Gate**

The power core on the monolith is capable of focusing incredible unearthly energies to open a rift in space. The monolith may use its power matrix in the start of the movement phase to either bring a unit of Necrons in from reserve, or to phase out a unit currently on the table and re-enter play by emerging from the monolith portal as if they were disembarking from an access point on a stationary transport.

The monolith's portal is too small to transit some Necron forces, and it is limited in use to infantry.

The monolith portal cannot be used the same turn a monolith arrives via deep strike.

**Unit Composition**

- 1 Monolith

**Unit Type**

Tank, Skimmer

**Wargear**

- 4 twinlinked gauss flayers
- Monolith Core (Power Matrix)
- Particle Whip

**Special Rules**

- Living metal
- Sentinel Construct (no crew, cant suffer crew shaken or stunned)
- Ponderous
- Deep Strike

**Ponderous:** The monolith is a skimmer which can move up to 6" a turn, and can, if it wishes, remain totally stationary. It will not drift or crash like other skimmers when immobilised — it will sink slowly to the ground and continue to fight from there.

**Deep Strike:** A Necron attack is often started by monoliths teleporting to the surface to act as bridges for the invading forces. A monolith may therefore be deployed by deep strike. When arriving via deep strike, the monolith treats a deep strike mishap result of a 1 as a 2.

**Living Metal:** The monolith is made of living metal which is not only self-repairing but is capable of adapting its structure to resist incoming attacks. The monolith is immune to lance, melta, and armour bane. It is not immune to ordinance.