

# CODEx NECRONS



AN UNOFFICIAL  
OLDHAMMER  
40,000  
SUPPLEMENT





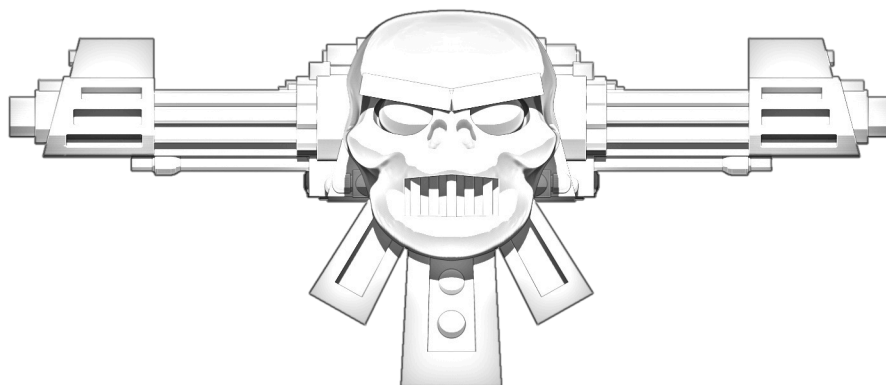
# OLDHAMMER 40,000

## NECRONS

By Iain Wilson

An unofficial army list for use with Warhammer 40,000 2nd Edition.

Inspired by the 2nd Edition Necron Raider list by Rick Priestly, 3rd Edition Chapter Approved Necron list by Andy Chambers, 3rd Edition Codex: Necrons by Andy Chambers, Pete Haines, Graham McNeill, Phill Kelly & Andy Hoare, and with elements converted from later edition Codexes where appropriate.



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## INTRODUCTION

Necrons were introduced to 2<sup>nd</sup> edition 40k in White Dwarf magazine (along with a lovely metal warrior model on the cover) in all their wonderfully overpowered glory... but because they only had a bare handful of available models, they were extremely limited as an army, and really worked best for one-off scenarios rather than as a regular force.

This book aims to change that, by adding in the various units and options that came in later editions of the game, as well as a few inventions of my own where I felt they

were required to fit the vibe of 2<sup>nd</sup> edition. Most notably, I have added in some psychic capabilities in the form of the Empyritek, because not having psychic capabilities in 2<sup>nd</sup> edition is a massive handicap for an army.

These rules are designed to work with the rules changes outlined in my 'Darker Millenium' book, but should for the most part also work just fine if you are using the original 40K rules, or the Battle Bible version.

Happy Gaming!

Iain

# NECRON WEAPONS

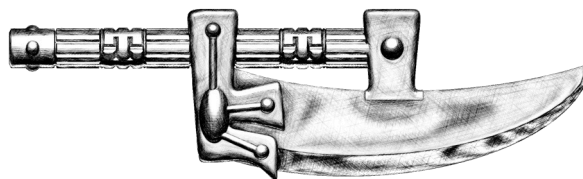
## HYPERPHASE REAPER

Hand-to-hand weapon

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close Combat only	-	-	-	6	D6	-4	2D6+6	Close Combat, Parry, Two Handed

## HYPERPHASE SWORD

Hand-to-hand weapon



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close Combat only	-	-	-	4	D3	-2	D6+D3+4	Close Combat, Parry

## SHREDDER CLAW

Hand-to-hand weapon

### SPECIAL RULES

**Shred:** When attacking with this weapon, no armour save is allowed against a To Wound roll of 6. Field saves may be taken as normal.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close Combat only	-	-	-	4	1	-1	D6+4	Close Combat, Parry, Shred

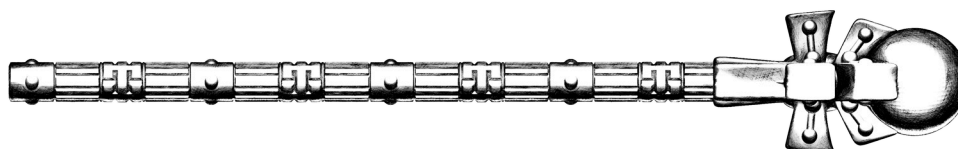
## SLICER CLAW

Hand-to-hand weapon

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close Combat only	-	-	-	5	1	-2	D6+5	Close Combat, Parry

## STAFF OF DOMINATION

Hand-to-hand weapon



### SPECIAL RULES

The staff of domination is a force weapon containing the preserved and enslaved brain of a psyker. In hand to hand combat it increases the wielder's Strength characteristic by a number equal to their mastery level, and wounds daemons automatically with no

saving throw possible. At the end of the psychic phase, the staff may be used to store up to 2 unused force cards instead of placing them in the discard pile. Stored force cards may be retrieved and used in subsequent psychic phases.

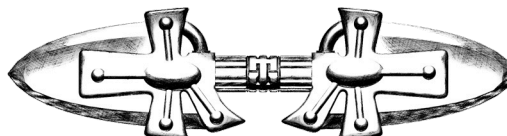
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close Combat only	-	-	-	Special				See above

## VOIDBLADE

Hand-to-hand weapon

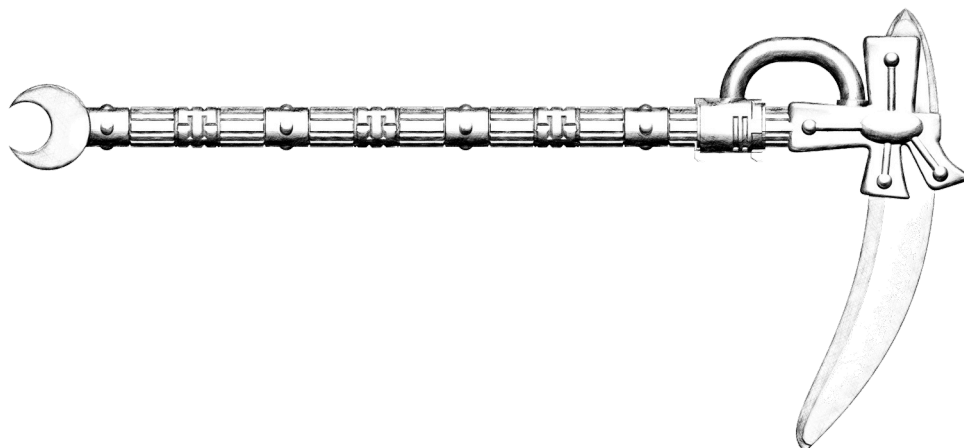
### SPECIAL RULES

**Entropic Strike:** When attacking with this weapon, no armour save is allowed against a To Wound roll of 6. Field saves may be taken as normal. Against vehicles, an armour penetration roll of 6 automatically penetrates.

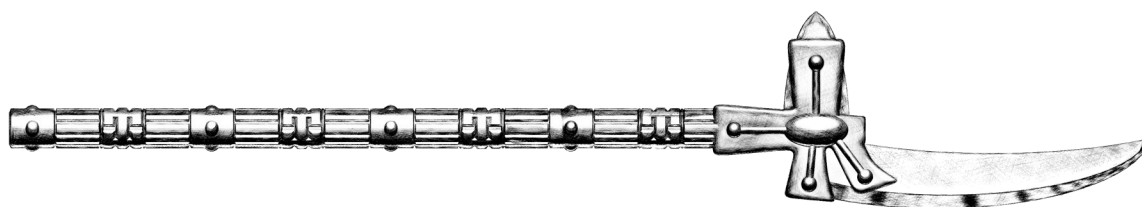


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close Combat only	-	-	-	4	1	-2	D6+4	Close Combat, Entropic Strike, Parry



**VOIDSCYTHE****Hand-to-hand weapon**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close Combat only	-	-	-	10	D6	-5	2D6+10	Close Combat - 2 Handed

**WARSCYTHE****Hand-to-hand weapon**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close Combat only	-	-	-	6	D6	-4	2D6+4	Close Combat - 2 Handed

**WHIP COILS****Hand-to-hand weapon****SPECIAL RULES**

**Swiftstrike:** When a model armed with this weapon charges into close combat, their target rolls no attack dice for the first round of combat.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Close Combat only	-	-	-	6	1	-2	D6+6	Close Combat, Swiftstrike

**GAUSS PISTOL****Pistol**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-12	+2	-1	6	D3	-3	D6+D3+6	Close Combat, Metal Flayer

**PARTICLE CASTER**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-12	+1	-1	7	D4	-4	D6+D4+7	Close Combat

**SCOURING EYE****Pistol**

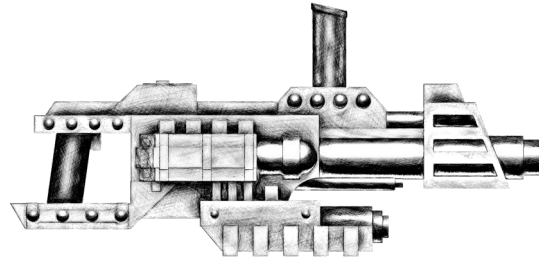
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-12	+2	-1	5	1	-2	D6+5	Close Combat, Sustained Fire 1D

## GAUSS BLASTER

Basic Weapon

### SPECIAL RULES

**Metal Flayer:** Gauss weapons make little distinction between flesh and solid material such as metal. When striking a tank they tend to strip away sections of armour. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration then add a further D6 to the penetration score.



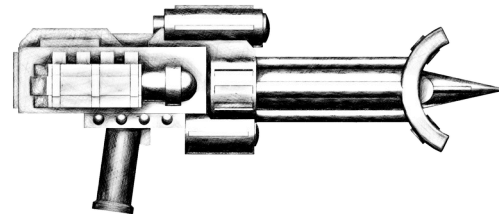
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-24	+1	-	5	1	-3	D6+5	Metal Flayer, Sustained Fire 2D

## GAUSS FLAYER

Basic Weapon

### SPECIAL RULES

**Metal Flayer:** Gauss weapons make little distinction between flesh and solid material such as metal. When striking a tank they tend to strip away sections of armour. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration then add a further D6 to the penetration score.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-24	+1	-	4	1	-2	D6+4	Metal Flayer

## GAUSS FLAYER ARRAY

Basic Weapon

### SPECIAL RULES

**Metal Flayer:** Gauss weapons make little distinction between flesh and solid material such as metal. When striking a tank they tend to strip away sections of armour. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration then add a further D6 to the penetration score.

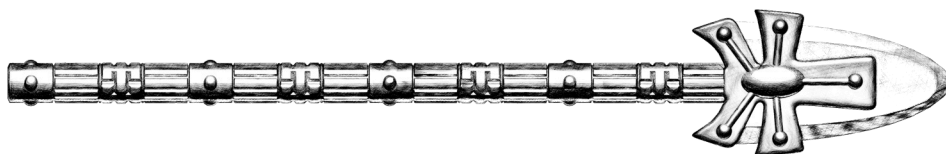
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-24	+2	-	4	1	-2	D6+4	Metal Flayer, Sustained Fire 2D



**GAUSS REAPER****Basic Weapon****SPECIAL RULES**

**Metal Flayer:** Gauss weapons make little distinction between flesh and solid material such as metal. When striking a tank they tend to strip away sections of armour. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration then add a further D6 to the penetration score.

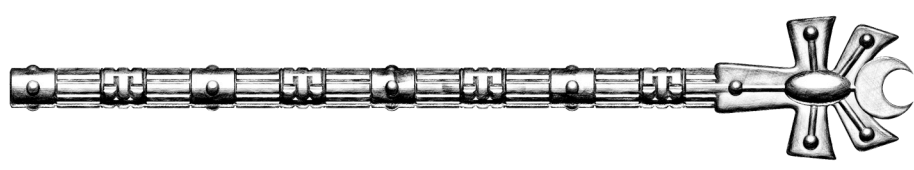
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-18	+2	-	5	1	-3	D6+5	Metal Flayer, Sustained Fire 1D

**ROD OF COVENANT****Basic Weapon**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-18	+1	-	5	D4	-3	D6+D4+5	Close Combat - 2 Handed

STAFF OF LIGHT

Basic Weapon

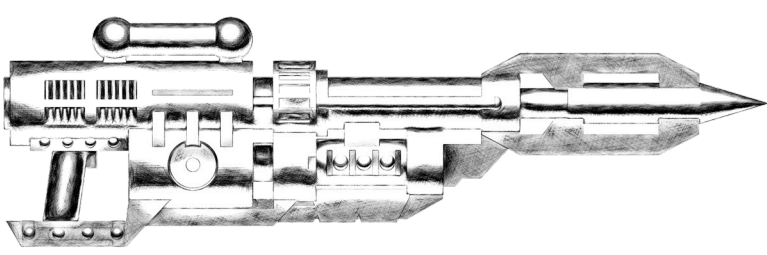


Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-18	+1	-	5	D3	-2	D6+D3+5	Close Combat- 2 Handed

SYNAPTIC DISINTEGRATOR

SPECIAL RULES

Against living targets, the synaptic disintegrator always wounds on a 4+. Against all other targets, it counts as S4.



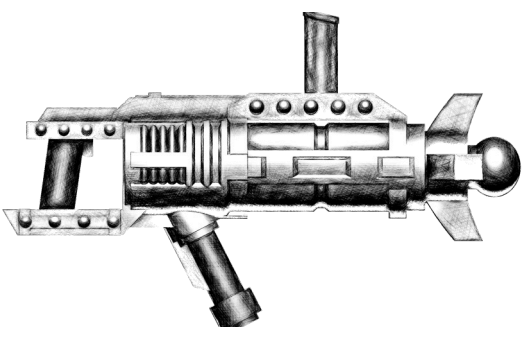
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-24	+1	-	X	1	-2	D6+4	See above

TESLA CARBINE

Basic Weapon

SPECIAL RULES

**Tesla:** When firing a weapon with this rule, if you roll a 3 on a sustained fire die, roll it again and add the new result to the number of hits. Any subsequent 3s trigger additional rerolls. The weapon will only jam on the initial sustained fire roll - any subsequent rerolls that result in a jam result simply don't add any additional hits.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-18	+2	-1	6	1	-1	D6+6	Sustained Fire 1D, Tesla

**ATOMISER****Heavy Weapon****SPECIAL RULES**

**Cutting Beam:** When shooting at a vehicle at short range, this weapon receives an additional D6 for penetration.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-18	+2	-	6	1	-2	D6+6	Cutting Beam, Sustained Fire 1D

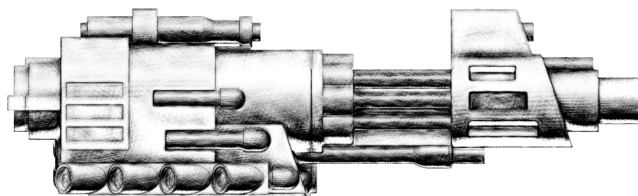
**DOOMSDAY BLASTER****Heavy Weapon****SPECIAL RULES**

**Primary Weapon:** When firing the doomsday blaster, choose whether to fire at low or high power, using the profiles below. In order to select high power, the firer must have remained stationary in the preceding Movement phase.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	+1	-	8	D6	-3	2D6+8	1.5" Blast Marker (low power)
0-12	12-48	+2	-	10	D12	-6	D6+D12+10	2" Blast Marker (high power)

**GAUSS CANNON****Heavy Weapon****SPECIAL RULES**

**Metal Flayer:** Gauss weapons make little distinction between flesh and solid material such as metal. When striking a tank they tend to strip away sections of armour. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration on either dice then add a further D6 to the penetration score.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-36	+1	-	6	D6	-3	2D6+6	Metal Flayer



**PARTICLE BEAMER****Heavy Weapon**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-36	-	-	7	D4	-4	D6+D4+7	2" Blast Marker

**TESLA CANNON****Heavy Weapon****SPECIAL RULES**

**Tesla:** When firing a weapon with this rule, if you roll a 3 on a sustained fire die, roll it again and add the new result to the number of hits. Any subsequent 3s trigger additional rerolls. The weapon will only jam on the initial sustained fire roll - any subsequent rerolls that result in a jam result simply don't add any additional hits.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	+2	-1	7	D3	-1	D6+D3+7	Sustained Fire 2D, Tesla

**TRANSDIMENSIONAL BEAMER****Heavy Weapon****SPECIAL RULES**

**Exile Ray:** When attacking with this weapon, on a To Wound roll of 6 the target is killed immediately with no armour save allowed. Field saves may be taken as normal. Against vehicles, an Armour Penetration roll of 6 automatically penetrates.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-6	6-18	+2	-	5	1	-3	D6+5	Exile Ray

## DOOMSDAY CANNON

### Support Weapon

#### SPECIAL RULES

**Primary Weapon:** When firing the doomsday cannon, choose whether to fire at low or high power, using the profiles below. In order to select high power, the firer must have remained stationary in the preceding Movement phase.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-36	+1	-	8	D12	-3	D6+D12+8	2" Blast Marker (low power)
0-12	12-72	+2	-	10	2D12	-6	D6+2D12+10	3" Blast Marker (high power)

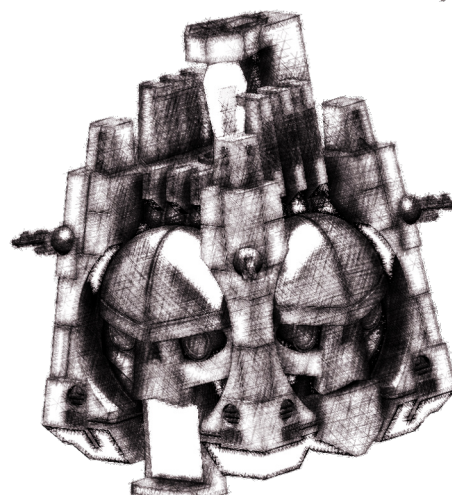
## GAUSS FLUX ARC

### Support Weapon

#### SPECIAL RULES

**Metal Flayer:** Gauss weapons make little distinction between flesh and solid material such as metal. When striking a tank they tend to strip away sections of armour. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration on either dice then add a further D6 to the penetration score.

**Gauss Flux Arc Projector:** The Monolith's Gauss Flux Arc consists of multiple emitters that fire as a single weapon. The flux arc projector can be fired at every enemy character, squad or vehicle within 12" of the Monolith as a single round of shooting.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12*		-	-	5	D4	-3	D6+D4+5	Metal Flayer, Sustained Dice 1D

# HEAT RAY

## Support Weapon

### SPECIAL RULES

**Burn:** When firing the heat ray, choose whether to fire it in focussed or dispersed mode, as below. Targets hit by the heat ray but not slain may ignite. Roll a D6 for each surviving model; on a 4+ that model catches on fire. Models on fire must roll on the following chart at the start of each turn.

Roll	Fire Test Chart (D6) Effect
1-5	The fire continues to burn, causing another automatic hit. Work out damage exactly as for the original hit. If the model survives, it will move randomly and is unable to do anything else this turn. Models on fire are not bound by squad coherency rules.
6	The fire goes out. The model may not move or shoot this turn, but may fight normally afterwards..

Any model within 1" may attempt to beat out the flames instead of shooting. Roll a D6; on a 6, the flames are put out. If more than one model is assigned to beat the flames, the roll is given a bonus of +1 for each additional model.

Models under the effect of frenzy, Vehicles (including Dreadnoughts), models in Terminator armour, and Tyranid models may choose to ignore the flames and continue fighting normally while on fire, but will still take damage as normal.

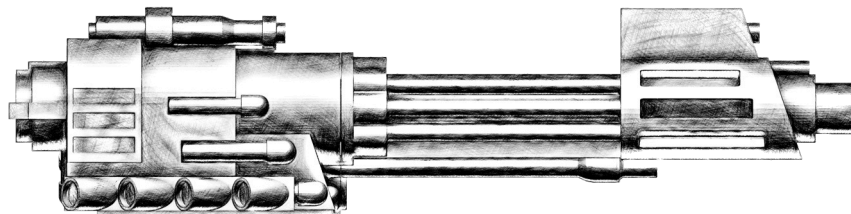
Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	Burn, Sustained Fire 1D (focussed)
Template		-	-	6	1	-3	D6+6	Burn, Heavy Flamer Template (dispersed)

# HEAVY GAUSS CANNON

## Support Weapon

### SPECIAL RULES

**Metal Flayer:** Gauss weapons make little distinction between flesh and solid material such as metal. When striking a tank they tend to strip away sections of armour. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration on any dice then add a further D6 to the penetration score.



Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-36	+1	-	9	2D6	-6	3D6+9	Metal Flayer



**PARTICLE SHREDDER****Support Weapon**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-36	-	-	8	D4	-4	D6+D4+8	3" Blast Marker

**PARTICLE WHIP****Support Weapon**

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-36	-	-	9	D6	-5	2D6+9	3" Blast Marker

TESLA DESTRUCTOR

Support Weapon

SPECIAL RULES

**Tesla:** When firing a weapon with this rule, if you roll a 3 on a sustained fire die, roll it again and add the new result to the number of hits. Any subsequent 3s trigger additional rerolls. The weapon will only jam on the initial sustained fire roll - any subsequent rerolls that result in a jam result simply don't add any additional hits.

Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
0-12	12-24	+2	-1	8	D3	-1	D6+D3+8	Sustained Fire 3D, Tesla

NECRON WARGEAR

DISPERSION SHIELD

A model carrying a dispersion shield receives an extra armour saving throw of 4+ against shooting or hand-to-hand combat which cannot be modified and applies only against attacks from the front 180° arc. May be used to parry.

FABRICATOR CLAW ARRAY

A model with a fabricator claw array may attempt to repair a friendly vehicle that it is in base contact with in the shooting phase instead of firing a weapon. Choose a damaged hit location and roll a D6; on a 4+ remove all damage from that location.

If used to repair a bike, a single successful roll will repair both the bike and its rider.

GLOOM PRISM

If a psychic power targets a model equipped with a gloom prism, or any friendly unit within 6" of them, they may attempt to nullify it. Roll a D6; the power is nullified on a 4+.

# NECRON ARMY LIST

This army list allows you to choose an army assembled to a points value pre-agreed by you and your opponent. While there is no set lower or upper limit to the size of an army, 2000 points is the best size for a battle that will last a couple of hours. A 3000 point battle may take most of a day to fight, while 1000 points is about the smallest size for a battle worthy force. Battles over 3000 points may warrant introducing additional restrictions on the number of characters or particularly powerful gear, as otherwise these may dominate the game. That may be what you want, of course, so these changes are left to the players to institute as necessary.

In standard games, both players bring an army of equal points values. Each army is chosen from a codex army list, up to the agreed points value. Armies can use fewer points than the agreed amount, but not more. Your army will often be under the limit by a few points where there is nothing left to choose that fits into the remainder.

## THE ARMY

Your army is comprised of troops from three different categories: Characters, Squads and Support. These categories have limits on how much of your allotted points can or must be spent on them - for example, you may spend a maximum of 50% of your points on Support. This ensures that armies are relatively balanced, and not composed entirely of characters or tanks. These restrictions are found immediately before the army list in the section entitled 'Army Selection'. Note that some options may be limited in number, or restricted to games of a certain size.

## CHARACTERS

You may spend up to a maximum of 50% of your points on characters. Your army must have a Commander, selected from the Character section.

The value of any wargear or wargear cards taken by a character is included in their points cost. The points values of these items are found on the Wargear List immediately before the main army list, and on the various wargear cards. Characters are allowed as many wargear cards as specified in their army list entry. Note that some wargear cards are restricted to certain armies, types of characters, or specific individuals. These restrictions where they apply are specified on the relevant wargear cards.

## SQUADS

You must spend at least 25% of your points on squads. Squad sizes are specified in their army list entry. In some cases there may be a fixed number of models in the squad, while in others you can choose a variable number, up to the indicated number. For example, a Necron Warrior squad may have between five and ten models. Each squad in your army is assumed to have a leader, but in most cases they have identical characteristics to the rest of the models in the squad. If the squad leader is killed, it is assumed that the next highest in seniority takes over command. Squad leaders are not characters, can not leave their squad, and are not given wargear cards, although in some cases they may have weapons or equipment that is different to the rest of the squad.

## SUPPORT

Up to half of the army's points may be spent on Support, which includes vehicles and other support units. Options available to vehicles are included in the army list, but their profiles are found instead on the relevant vehicle data cards. These data cards include all of the vehicle-specific information that you will need during the game.

Necron vehicles may be upgraded with vehicle cards, but will only use those cards marked as being available only to Necrons.

## UNITS

At times, the rules may refer to 'units'. Units are discrete groups of 1 or more models that function independently on the battlefield - a solo character, a squad of troops (including any joined characters), or a vehicle or vehicle squadron. If a squad is able to split off members to function independently, the individual elements will count as separate units while apart.

## SPECIAL CHARACTERS

At the end of the army list is a section detailing a number of special characters. These are famous individuals within the Warhammer 40,000 setting. Your army may include these as additional characters, with their listed points cost counting towards the character allotment as normal.

## THE WARGEAR LIST

Some models can be given additional weapons or equipment at an extra cost. These items and their points costs are shown in the Wargear List. In some cases specific restrictions apply, and not all items are available to all troops. These restrictions are listed in the army list entry or the Wargear List itself.

## THE WARGEAR CARDS

Character entries in the army list often allow them access to special items of equipment called wargear cards. The number of these a character can have is listed in their army list entry, while the points costs are listed on the card themselves.

Necrons are contemptuous of other races' technology, and will only use Wargear cards marked as being available only to Necrons. The exception to this is wargear assigned through the Special Issue strategy card - this can be selected from any cards as normal.

Wargear cards are divided into 3 rarities, denoted by the colour of the points cost entry on the top of the card - Uncommon (white), Rare (silver) and Unique (gold). When choosing your army you may take Uncommon cards as often as you like, within the limits of your army points allowance. Rare items can be taken no more than once per 2000 points in your army, including those Rare items carried by special characters. Unique cards represent a single item that belongs to a specific character. If that character is present in your army, their unique wargear can only be taken by them. Otherwise, Unique items may be taken by generic characters of the same type, but each Unique item may only appear once in your army.

This restriction applies only to your army - your opponent uses a separate set of wargear cards for their army.

## NECRON SPECIAL RULES

**Reanimation Protocols:** Slain Necrons are not removed as casualties but are placed on their sides. The Necron takes no part in the game while in this condition and cannot be further harmed. At the start of each of its controller's turns, roll a D6 for each downed Necron within 6" of an active Necron of the same type (but not necessarily the same unit).

Roll	Effect
6	The Necron is repaired, and regains a single Wound. It rises to its feet and can immediately move and fight as normal.
2-5	The Necron remains on the ground. Roll again at the start of the next Necron turn.
1	The Necron is beyond repair and it fades away and vanishes. Remove the model permanently.

Necrons which recover join the nearest squad of the same type, and must immediately be placed in coherency. If the squad is in close combat, the repaired Necron may be placed in contact with an opponent from the same combat, but does not count as charging.

Character models do not need to be within 6" of another model, and if repaired are placed upright in the same spot as they fell. If a repaired character stands up within 2" of a squad they will immediately join it if possible, but otherwise function as normal.

When calculating Victory Points, compare the size of the squad at the end of the game to its initial composition, regardless of where the final squad members actually came from. Any Necrons on the ground awaiting repair at the end of the game count as destroyed.

**Soul Torn:** Necrons are soulless beings who no longer feel emotion. While they take Leadership tests as normal, failing a test represents a tactical decision rather than a failure of their morale. As such, broken Necrons will automatically rally at the start of their next turn, or if they are charged by an enemy. In addition, Necrons are immune to Fear, Terror, and any other psychological effects.

**Canoptek Protocols:** Canoptek constructs exist purely to serve their Necron builders. They are immune to all psychological effects and automatically pass any Leadership based test they are required to take.

If, at the start of any Necron turn, (before making repair rolls) the only units remaining on the battlefield are Canoptek constructs, they will immediately vanish from the battlefield in defeat, exactly as if they were removed as casualties. Necrons which have fallen and not yet been repaired are not counted as being on the battlefield.

## WARGEAR LIST

The following charts list additional wargear that may be carried by Necron characters or troops. Any limitations as to availability are indicated on the charts themselves.

### ASSAULT WEAPONS

*A model may select as many assault weapons as are allowed by their options.*

Dispersion Shield .....	6
Gauss Pistol .....	5
Hyperphase Sword .....	6
Particle Caster .....	7
Voidblade .....	5
Whip Coils .....	7

### TWO HANDED WEAPONS

*A model may select a single weapon from this list.*

Hyperphase Reaper .....	12
Rod of Covenant .....	5
Staff of Light* .....	5
Voidscythe .....	14
Warscythe .....	11

*\*Necron Lord, Skorpekh Lord or Cryptek only*

### IMMORTAL WEAPONS

*Models may take as many options from this list as allowed by their entry. Twin linked weapons cost twice the listed points for the pair.*

Gauss Blaster .....	11
Tesla Carbine .....	12
Synaptic Disintegrator .....	8

### HEAVY WEAPONS

*Models may take as many options from this list as allowed by their entry. Twin linked weapons cost twice the listed points for the pair.*

Gauss Cannon .....	20
Particle Beamer .....	35
Tesla Cannon .....	25
Transdimensional Beamer .....	10

### SUPPORT WEAPONS

*Models may take as many options from this list as allowed by their entry. Twin linked weapons cost twice the listed points for the pair.*

Heat Ray.....	35
Heavy Gauss Cannon .....	40
Particle Shredder .....	45
Tesla Destructor .....	35

## ARMY SELECTION

<b>Characters</b>	<b>50%</b>	Up to half of the points value of the army may be chosen from the Characters section of the army list.
<b>Squads</b>	<b>25%</b>	At least a quarter of your points must be chosen from the Squads section of the army list. You may spend more if you wish.
<b>Support</b>	<b>50%</b>	Up to half of the points value of the army may be chosen from the Support section of the army list.

## CHARACTERS

### NECRON LORD

**Lord** ..... 60 points

**0-1 Overlord**..... 85 points

*Your army may include up to one Overlord, and any number of Lords, and must include at least one Necron Lord or Skorpekh Lord as its commander.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lord	4	4	4	5	5	3	4	3	10
Overlord	4	5	5	5	5	4	4	4	10

**ARMOUR** 2+ Basic Save.

**WARGEAR** A Lord may have to 2 Wargear cards. An Overlord may have up to 3 Wargear cards.

A Necron Lord may be given up to two weapons from the Assault Weapons section or a single weapon from the Two Handed Weapons section of the Wargear list.

A Necron Lord may be mounted on a Destroyer for a cost of 20 points.

**STRATEGY** If a Necron Lord is your army commander, they have a Strategy Rating of 5, and may re-roll the D6 when rolling for first turn.

**SPECIAL** Necron Lords are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**0-1 SKORPEKH LORD** ..... 115 points

*Your army may include up to one Skorpekh Lord, and must include at least one Necron Lord or Skorpekh Lord as its commander.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Skorpekh Lord	8	6	5	5	5	5	4	6	10

**ARMOUR** 2+ Basic Save.

**WARGEAR** A Skorpekh Lord may have to 3 Wargear cards, and may take up to two weapons from the Assault Weapons section or a single weapon from the Two Handed Weapons section of the Wargear list.

**STRATEGY** If a Skorpekh Lord is your army commander, they have a Strategy Rating of 5, and may re-roll the D6 when rolling for first turn.

**SPECIAL** Skorpekh Lords are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Skorpekh Body.** A Skorpekh Lord is never slowed by difficult terrain.

**Armed & Deadly.** Skorpekh Lords' customised bodies often include additional arms. They may still only shoot a single weapon at a time, but in hand-to-hand combat can fight with up to three weapons, gaining +1 attack each for the second and third weapon, and can wield two handed weapons in a single hand



**EMPYRITEK.....95 points**

*Your army may include any number of Empyriteks.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Empyritek	4	4	4	4	4	2	2	1	10

**WEAPONS** Staff of Domination.

**ARMOUR** 3+ Basic Save.

**WARGEAR** An Empyritek may have to 2 Wargear cards.

**SPECIAL** Empyriteks are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Psyker.** The Empyritek counts as a level 2 psyker, and has 2 psychic powers. One of these is always Primal Scream. The other may be from any psychic deck.

Any psychic power, weapon or other effect that specifically kills psykers will destroy the staff of domination instead of harming the Empyritek themselves.

**CRYPTEK.....35 points**

*Your army may include any number of Crypteks.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Cryptek	4	4	4	4	4	2	2	1	10
Cryptothrall	4	3	3	4	4	2	2	2	10

**BODYGUARD** A Cryptek may be accompanied by 1 to 3 Cryptothralls for an additional cost of +50 points each. Cryptothralls are armed with 2 Slicer Claws and a Scouring Eye, and have a 3+ Basic Save. The Cryptek form a unit with the Cryptothralls and may never leave.

**ARMOUR** 3+ Basic Save.

**WARGEAR** A Cryptek may have to 2 Wargear cards.

A Cryptek may be given up to two weapons from the Assault Weapons section or a single weapon from the Two Handed Weapons section of the Wargear list.

**SPECIAL** Crypteks and Cryptothralls are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details. Cryptothralls may only repair within 6" of a cryptek.

**Technomancer.** The Cryptek and all Necron models within 12" receive a +1 bonus to their Repair rolls.

**Systemic Vigour.** While within 6" of a Cryptek, Cryptothralls receive a +1 bonus to WS and BS.

**0-1 C'TAN SHARD..... 180 points**

*An army of least 2000 points can include up to 1 C'tan Shard.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
C'tan Shard	8	6	6	7	7	8	4	4	10

**ARMOUR** 3+ Unmodified Save.

**WARGEAR** A C'tan Shard may have up to 3 C'tan Powers for the additional points costs listed on the cards, or may select 4 powers randomly at a cost of 60 points.

**SPECIAL** C'tan Shards automatically pass all Leadership tests, and are immune to all psychological effects. They do not count as a Necron unit for the purposes of Canoptek Protocols.

**Immune to Natural Law.** C'tan Shards can move freely over all other models and terrain, and are never affected by movement penalties or damage from terrain of any kind. They may not finish their movement on top of other models.

**Necrodermis.** C'tan Shards have a 3+ save that is never modified. If reduced to 0 Wounds, before removing the model as a casualty, apply a S4 hit with a -1 modifier to each model (friend or foe) within D6".

**Manifestations of Power.** C'tan Shards can use up to one power per phase, as per the rules on the power cards. Powers that have a regular weapon profile follow the normal shooting rules. Other powers do not require LOS, and do not follow the normal rules for choosing a target - the Necron player can select whichever target they wish, within the bounds of the power's rules. Any casualties from such powers are chosen by the owning player, unless the power specifies to choose them randomly.

**HEXMARK ..... 115 points**

*Your army may include any number of Hexmarks.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Hexmark	8	4	5	4	5	4	3	8	10

**WEAPONS** 6 Gauss Pistols.

**ARMOUR** 3+ Basic Save.

**WARGEAR** A Hexmark may have to 1 Wargear card.

**SPECIAL** Hexmarks are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Skorpekh Body.** A Hexmark is never slowed by difficult terrain.

**Pistol Expert.** Hexmarks wield their pistols with deadly efficiency. When shooting, make a single to hit roll as you would for a twin-linked weapon. If the roll is successful, all six pistols hit but wounds may be spread amongst different models in a squad instead of all hitting a single model.

A Hexmark receives no additional bonus for wielding multiple weapons in hand-to-hand combat - this is already included in their profile.

**Fights Alone.** Hexmarks are solo fighters, and may never join a unit or be joined by other characters.

**ROYAL WARDEN ..... +40 points**

*Any Warrior or Immortal squad can be led by a Royal Warden for an additional +40 points.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Royal Warden	4	4	4	5	5	2	2	2	10

**ARMOUR** 3+ Basic Save.

**WARGEAR** A Royal Warden may have to 1 Wargear card, and may take up to two weapons from the Assault Weapons section or a single weapon from the Two Handed Weapons or Immortal Weapons section of the Wargear list.

**SPECIAL** Royal Wardens are subject to the **Reanimation Protocols** and **Soul Torn** rules, and count as a part of the squad they are assigned to for all purposes. See the **Necron Special Rules** entry for details.

**CANOPTK PLASMACYTE .....25 points**

*Your army must be led by a Skorpekh Lord in order to include any Canoptek Plasmacytes. If so, you may include any number of them.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Plasmacyte	4	3	3	4	5	1	2	1	10

**ARMOUR** 4+ Basic Save.

**SPECIAL** Plasmacytes are subject to the **Canoptek Protocols** rules. See the **Necron Special Rules** entry for details.

**Infused Madness.** At the start of the Necron Movement phase, one friendly squad or character within 3" of a Plasmacyte (including a squad the Plasmacyte has joined) may be nominated to receive a +1 bonus to their Strength and Attacks characteristics. Roll a D6 - on a roll of 1, one model in the unit suffers a wound with no saving throw of any kind allowed. The bonus is applied regardless of the outcome of this roll. A squad or character may only benefit from this effect once per turn.

**Recall Protocol.** At the start of any Necron turn, if a Plasmacyte is not within 6" of a friendly Necron unit (excluding other Plasmacytes) it is immediately removed from the table as a casualty.

# SQUADS

## WARRIOR SQUAD ..... 35 points per model

*Your army may include any number of Necron Warrior squads.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	4	4	4	1	2	1	10

**SQUAD** A squad consists of between 5 and 10 Necron Warriors.

**WEAPONS** Gauss flayer.

**ARMOUR** 3+ Basic Save.

**WARGEAR** The entire squad can swap their gauss flayers for gauss reapers for an additional cost of 5 points per model.

**SPECIAL** Necron Warriors are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

## IMMORTAL SQUAD ..... 40 points per model

*Your army may include any number of Immortal squads.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Immortal	4	4	4	4	5	2	2	1	10

**SQUAD** A squad consists of between 3 and 5 Immortals.

**WEAPONS** Every model must select a weapon from the Immortal Weapons section of the Wargear list.

**ARMOUR** 2+ Basic Save.

**SPECIAL** Immortals are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Teleport.** The squad may teleport into battle for an additional 20 points per model.

## CANOPTÉK SCARAB SQUAD

**Scarab..... 20 points**

**Scarab Swarm ..... 40 points**

*Your army may include up to 1 squad of Canoptek Scarabs for each Necron Warrior squad in the army.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Scarab	8/16	3	0	3	4	1	2	1	10
Scarab Swarm	8/16	3	0	3	4	3	2	3	10

**SQUAD** A squad consists of between 3 and 10 scarabs, or 1 to 3 scarab swarms. The squad can not include a mix of swarms and individual scarabs - both options are provided purely to allow for the change in models from the original metal version to the newer plastics.

**WEAPONS** Detonation - See below.

**ARMOUR** 3+ Basic Save.

**SPECIAL** Scarabs are subject to the **Canoptek Protocols** rules. See the **Necron Special Rules** entry for details.

**Mindless Drones.** Scarabs are assumed to automatically pass any Leadership based tests they are required to take, and are immune to all psychological effects.

**Small Targets.** Scarabs are small targets, and may be ignored when choosing a target for shooting.

**Movement.** Scarabs may move 8" normally, or fly up to 16", ignoring any intervening obstacles. They are assumed to land once their movement is complete.

Scarabs may also 'clamp on' to enemy vehicles by moving onto them. They are then moved with the vehicle when it moves, and count the vehicle as immobile if they attack it.

**Detonation.** When a scarab or scarab swarm is reduced to 0 wounds, it will self destruct, inflicting automatic hits on any models in base contact. A scarab's detonation inflicts 1 hit, while a detonating scarab swarm inflicts 3 hits. These are resolved at S3, with a -1 save modifier.

Scarabs may also choose to detonate (destroying themselves) when attacking a vehicle. This grants an additional D6 to their armour penetration rolls for that attack.

**WRAITH SQUAD .....60 points per model**

*Your army may include any number of Wraith squads.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Wraith	6	4	4	4	5	2	2	2	10

**SQUAD** A squad consists of between 1 and 3 Wraiths.

**ARMOUR** 3+ Unmodifiable Field Save.

**WEAPONS** 2 shredder claws.

**WARGEAR** Any model may replace their shredder claws with weapons from the Assault Weapons section of the Wargear list.

**SPECIAL** Wraiths are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details. A downed Wraith may always test to repair even if it is not within 6" of another Wraith, and if repaired does not have to join a squad, although it may choose to do so if they are within 6".

**Wraithflight.** Wraiths can ignore other models and terrain as they move, but may not end their movement 'inside' solid terrain or models, and may only end their movement in contact with an enemy model if they charge.

In hand-to-hand combat, Wraiths do not suffer the -1 penalty if the enemy is behind an obstacle.

**PLAYED ONE SQUAD .....50 points per model**

*Your army may include any number of Played One squads.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Played One	4	4	4	4	4	1	4	2	10

**SQUAD** A squad consists of between 3 and 10 Played Ones.

**ARMOUR** 3+ Basic Save.

**WEAPONS** 2 shredder claws.

**SPECIAL** Played Ones are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Fear.** Played Ones cause *fear*, as described in the Psychology section of the Warhammer 40,000 rulebook.

**Infiltration.** Played Ones may deploy onto the battlefield using the Infiltration rule as described in the *Starting the Game* section of the Warhammer 40,000 rulebook.

**OPHYDIAN****WRAITH SQUAD .....70 points per model**

*Your army may include any number of Ophydian Wraith squads.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Ophydian Wraith	6	4	4	4	6	3	3	4	10

**SQUAD** A squad consists of between 1 and 3 Ophydian Wraiths.

**ARMOUR** 3+ Unmodifiable Field Save.

**WARGEAR** Any model may be given up to two weapons from the Assault Weapons section of the Wargear list. One model may instead take two weapons from the Two Handed Weapons section of the Wargear list, and may wield such weapons one-handed.

**SPECIAL** Ophydian Wraiths are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details. A downed Ophydian Wraith may always test to repair even if it is not within 6" of another Ophydian Wraith, and if repaired does not have to join a squad, although it may choose to do so if they are within 6".

**Wraithflight.** Ophydian Wraiths can ignore other models and terrain as they move, but may not end their movement 'inside' solid terrain or models, and may only end their movement in contact with an enemy model if they charge.

In hand-to-hand combat, a Wraith does not suffer the -1 penalty if the enemy is behind an obstacle.

**SKORPEKH SQUAD .....52 points per model**

*Your army may include any number of Skorpekh, so long as it includes at least one Skorpekh Lord.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Skorpekh	8	5	4	4	5	5	4	6	10

**SQUAD** A squad consists of between 3 and 5 Skorpekhs.

**ARMOUR** 3+ Basic Save.

**WARGEAR** Each Skorpekh must select two weapons from the Assault Weapons section of the Wargear list. One model may instead select two Hyperphase Reapers for +24 points.

**SPECIAL** Skorpekhs are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Skorpekh Body.** A Skorpekh is never slowed by difficult terrain.

## CANOPTK SPECTRE SQUAD ..... 65 points per model

Your army may include any number of Canoptek Spectre squads.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Spectre	6	4	4	5	6	3	2	2	10

**SQUAD** A squad consists of between 1 and 3 Canoptek Spectres.

**ARMOUR** 3+ Unmodifiable Field Save.

**WEAPONS** 2 slicer claws.

**WARGEAR** Any model may select a weapon from the Heavy Weapons section of the Wargear list.

**SPECIAL** Spectres are subject to the **Canoptek Protocols** rules. See the **Necron Special Rules** entry for details.

**Wraithflight.** Spectres can ignore other models and terrain as they move, but may not end their movement 'inside' solid terrain or models, and may only end their movement in contact with an enemy model if they charge.

In hand-to-hand combat, Spectres do not suffer the -1 penalty if the enemy is behind an obstacle.

## LYCHGUARD SQUAD ..... 45 points per model

Your army may include up to one squad of Lychguard for each Character in your army.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lychguard	4	4	4	5	5	2	2	2	10

**SQUAD** A squad consists of between 3 and 5 Lychguard.

**ARMOUR** 3+ Basic Save.

**WARGEAR** Any model may take up to two weapons from the Assault Weapons section or a single weapon from the Two Handed Weapons section of the Wargear list.

The entire squad may be given jump packs for 25 points per model.

**SPECIAL** Lychguard are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Guardian Protocols.** When a Necron character within 3" of this squad loses a wound, roll a D6. On a 2+, the wound is instead assigned to a Lychguard.

## PARIAH SQUAD ..... 80 points per model

Your army may include any number of Pariah squads.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Pariah	4	4	4	4	4	2	3	1	10

**SQUAD** A squad consists of between 3 and 5 Pariahs.

**ARMOUR** 3+ Basic Save.

**WEAPONS** Warscythe with built in gauss blaster.

**SPECIAL** Pariahs are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Fearless.** Pariahs are immune to *fear*, terror, and any other effects of Psychology, as described in the Warhammer 40,000 rulebook.

**Psychic Abomination.** Pariahs cause *terror* in all psykers. Even those who are immune to psychology, cause terror themselves, or are assumed to pass any Leadership based test must pass a Terror test if they start their turn within 8" of, are charged by, or wish to charge a Pariah.

**Soulless.** Any enemy character, squad, vehicle, vehicle squadron or support battery wishing to shoot or charge at a Pariah must roll a D6. On a 3+, the soulless nature of the Pariah has distracted the unit, and they must choose a different target. A charging unit may charge a different unit, or choose to just move normally instead as if the charge had not been declared. On a roll of 1 or 2, the Pariah is spotted - any shooting proceeds as normal, and chargers may charge and fight in hand-to-hand combat as normal.

**Warp Disturbance.** Any psyker, including friendly psykers, attempting to use a psychic power within 24" of a Pariah must roll a D6. If the roll is equal to or less than the number of force cards played with the power, then the power is immediately nullified and the psyker suffers a wound with no armour saves allowed. If the power is played using the Ultimate Force card, it counts as using three force cards and cannot be nullified, but the psyker still takes a wound on a D6 roll of 3 or less.



# SUPPORT

## CANOPTK SPYDER .....55 points per model

*Your army may include any number of Canoptek Spyders.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Tomb Spyder	4	2	2	6	6	2	2	2	10
Charnel Spyder	4	3	3	6	6	3	2	2	10

**SQUAD** A squad consists of between 1 and 3 Tomb Spyders.

**ARMOUR** 3+ Basic Save.

**WEAPONS** 2 shredder claws.

**WARGEAR** Any Tomb Spyder may replace one shredder claw with a weapon from the Heavy Weapons section of the Wargear list.

Any number of Tomb Spyders may be upgraded to Charnel Spyders for an additional 10 points per model.

Any Charnel Spyder may be given a twin-linked weapon from the Heavy Weapons section of the Wargear list for double the listed points cost.

Any Charnel Spyder may be given fabricator claws for 10 points, and/or a gloom prism for 30 points.

**SPECIAL** Spyders are subject to the **Canoptek Protocols** rules. See the **Necron Special Rules** entry for details.

**Artificer.** Each turn that it is not in close combat, a Spyder can attempt to create 3 Scarabs, or a single Scarab Swarm. At the start of the Hand-to-Hand Combat phase, roll a D6. On a 2+, the Scarabs are created and placed in contact with the Spyder. On a 1, the Scarabs are created but the Spyder suffers a wound, and may not attempt to create more Scarabs for the rest of the game. Created Scarabs either join a Scarab squad within 6", or form a squad with the Spyder, and may not leave it.

**Hover.** While Spyders move via gravitic propulsion, they are slow and ponderous, and so count as moving like regular foot troops.

## MONOLITH..... 180 points

*Your army may include any number of Monoliths.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	4	4	4	1	2	1	10

**CREW** Necron Warriors.

**WEAPONS** Gauss flux arc and a particle whip, both with a 360-degree field of fire.

**SPECIAL** **Teleport.** The Monolith may be teleported into battle but its points cost is increased by 50%. If a double 1 is rolled for deviation, the Monolith is not destroyed but must try to teleport again next turn.

**Heavy Vehicle.** Monoliths can never travel faster than Combat speed.

**Gauss Flux Arc Projector.** The Monolith's Gauss Flux Arc consists of multiple emitters that fire as a single weapon. The flux arc projector can be fired at every enemy character, squad or vehicle within 12" of the Monolith as a single round of shooting.

**Power Matrix.** Each turn, the incredible energies contained within the Monolith may be used in one of the following ways:

**1. Particle Whip.** The crystal at the monolith's pinnacle discharges a focused blast as a particle whip.

**2. Dimensional Corridor.** At the start of the Necron movement phase, one friendly squad not currently engaged in close combat can be teleported by the Monolith. Remove the unit from the board, and disembark them from the Monolith's portal exactly as if they were leaving a transport vehicle.

**3. Portal of Exile:** During the Necron shooting phase, if the portal was not used to teleport a squad, it can be used to make a special shooting attack. All enemy models within 6" of the Monolith's portal and with a clear line of sight to it (disregarding facing) must immediately roll equal to or under their Strength or be removed as a casualty with no saves of any kind allowed.



**DESTROYERS .....60 points per model**

*Your army may include any number of Destroyers.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	4	4	4	1	2	1	10

**SQUADRON** A squadron consists of between 3 and 5 Necron Warriors piloting Destroyers.

**ARMOUR** 3+ Basic Save.

**WEAPONS** Each Destroyer must be equipped with a weapon from the Heavy Weapons section of the Wargear list, with a 180 degree fire arc to the front.

**SPECIAL** Destroyers are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

A Destroyer may attempt to repair if it is wrecked, or if the rider is killed. A Destroyer can not be mounted or dismounted from - the rider is permanently fused to it.

**Support.** In addition to the 3-5 Destroyers, a squadron can include a Heavy Destroyer for an additional 60 points.

A Heavy Destroyer must be equipped with a weapon from the Support Weapons section of the Wargear list, with a 180 degree front arc.

**HEAVY DESTROYER .....60 points**

*Your army may include any number of Heavy Destroyers.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	4	4	4	1	2	1	10

**ARMOUR** 3+ Basic Save.

**WEAPONS** A Heavy Destroyer must be equipped with a weapon from the Support Weapons section of the Wargear list, with a 180 degree fire arc to the front.

**SPECIAL** Heavy Destroyers are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

A Heavy Destroyer may attempt to repair if it is wrecked, or if the rider is killed. A Destroyer can not be mounted or dismounted from - the rider is permanently fused to it.

**TOMB BLADES.....65 points per model**

*Your army may include any number of Tomb Blades.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	4	4	4	1	2	1	10

**SQUADRON** A squadron consists of between 3 and 5 Necron Warriors riding Tomb Blades.

**ARMOUR** 3+ Basic Save.

**WEAPONS** Each Tomb Blade must be equipped with a twin linked weapon from the Immortal Weapons section or a single weapon from the Heavy Weapons section of the Wargear list. These weapons have a 180 degree fire arc to the front.

**SPECIAL** Tomb Blades are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

Tomb Blades may attempt to repair if they are within 6" of either other tomb blades, or Necron warriors. If a tomb blade repairs, only the rider returns to the battle - the bike remains destroyed. Replace it with a normal Necron warrior armed with a gauss flayer, who will attempt to join the nearest Necron warrior squad. If there are no warrior squads on the table, they will instead fall back until they either leave the table or find a new squad to join.

**ANNIHILATION BARGE.....75 points***Your army may include any number of Annihilation Barges.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	4	4	4	1	2	1	10

**CREW** 2 Necron Warriors. Each is capable of piloting or manning the guns.

**WEAPONS** An Annihilation Barge is equipped with a single weapon from the Heavy Weapons section of the Wargear list. It may also be given a twin linked weapon from the Support Weapons section of the Wargear list. These weapons have a 180 degree fire arc to the front.

**TRANSPORT** If not equipped with support weapons, an Annihilation Barge can transport 1 Necron Lord. It may not carry a Skorpekh Lord.

**SPECIAL** Annihilation Barges are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the Necron Special Rules entry for details. Note that only the crew (not the vehicle) repairs through Reanimation Protocols.

**Combat Rig.** While the crew are exposed, they are integrated into the vehicle's systems while piloting, so will not fight in hand-to-hand combat. Attacking models will strike the vehicle as normal.

**TRIARCH STALKER.....65 points***Your army may include any number of Triarch Stalkers.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	4	4	4	1	2	1	10

**CREW** 1 Necron Warrior.

**WEAPONS** A Triarch Stalker is equipped with either a single weapon or a twin linked weapon chosen from the Support Weapons section of the Wargear list. These weapons have a 180 degree fire arc to the front.

**SPECIAL** Triarch Stalkers are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the Necron Special Rules entry for details. Note that only the pilot repairs through Reanimation Protocols.

**Combat Rig.** While the pilot is exposed, they are integrated into the walker's systems while piloting, so fight in hand-to-hand combat using the walker's profile.

**DOOMSDAY ARK..... 140 points***Your army may include any number of Doomsday Arks.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	4	4	4	1	2	1	10

**CREW** 1 Necron Warrior.

**WEAPONS** A doomsday cannon with a 90 degree fire arc to the front, and two gauss flayer arrays each with a 180 degree fire arc to the sides.

**SPECIAL** Doomsday Arks are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details. Note that only the crew (not the vehicle) repairs through Reanimation Protocols.

**Combat Rig.** While the crew are exposed, they are integrated into the vehicle's systems while piloting, so will not fight in hand-to-hand combat. Attacking models will strike the vehicle as normal.

**GHOST ARK.....85 points***Your army may include any number of Ghost Arks.*

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	4	4	4	4	1	2	1	10

**CREW** 1 Necron Warrior.

**WEAPONS** Two gauss flayer arrays each with a 180 degree fire arc to the sides.

**TRANSPORT** A Ghost Ark can transport 10 Necron infantry models. It may not carry models with skorpekh bodies, wraiths, or canoptek constructs.

**SPECIAL** Ghost Arks are subject to the **Reanimation Protocols** and **Soul Torn** rules. See the Necron Special Rules entry for details. Note that only the crew (not the vehicle) repairs through Reanimation Protocols.

**Combat Rig.** While the crew are exposed, they are integrated into the vehicle's systems while piloting, so will not fight in hand-to-hand combat. Attacking models will strike the vehicle as normal.

**CANOPTK REANIMATOR.....50 points**

*Your army may include any number of Reanimators.*

Troop Type	M	WS	BS	S	I	A	Ld
Canoptek Reanimator	6	4	4	5	2	2	10

**WEAPONS** A Reanimator is armed with 2 atomisers with a 180 degree fire arc to the front, and 2 slicer claws.

**SPECIAL** Reanimators are canoptek constructs, and do not have a pilot. The canoptek processor controls all of the walker's movement and weaponry.

**Reanimation Beam.** Necron units within 6" add +2 to their Reanimation Protocol rolls.

**CANOPTK DOOMSTALKER..... 90 points**

*Your army may include any number of Doomstalkers.*

Troop Type	M	WS	BS	S	I	A	Ld
Canoptek Doomstalker	8	4	4	6	2	2	10

**WEAPONS** A Doomstalker is armed with a Doomsday Blaster with a 90 degree fire arc to the front, and 2 twin linked gauss flayers with a 180 degree fire arc to the front.

**SPECIAL** Doomstalkers are canoptek constructs, and do not have a pilot. The canoptek processor controls all of the walker's movement and weaponry.

# SPECIAL CHARACTERS

## IMOTEKH THE STORMLORD

165 points including Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Imotekh	4	5	5	5	5	6	4	4	10

**ARMOUR** 2+ Basic Save.

**WARGEAR** Imotekh may have up to 4 Wargear cards. 3 of these will be the Staff of the Destroyer, Gauntlet of Fire, and Bloodsworn Necroscarabs.

**STRATEGY** Imotekh is an Overlord, and if taken in your army, he will be the commander. He has a Strategy Rating of 5, and may re-roll the D6 when rolling for first turn.

**SPECIAL** Imotekh is subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**My Will be Done.** Once per game, at the beginning of the Necron turn, you may choose to activate Imotekh's will. For this turn, all Necron squads add +1 to all to hit rolls and hand-to-hand combat rolls.

**Undying.** When making rolls for Reanimation Protocols, Imotekh can roll 2D6 and choose the highest result.

**Bloodsworn Necroscarabs** ..... 15 points

Friendly Necron units within 6" may reroll any rolls of 1 in hand-to-hand combat.

IMOTEKH THE STORMLORD ONLY

**Staff of the Destroyer** ..... 10 points

An ancient and ornamental staff of light, once wielded by the first ruler of the Sautekh. The staff can be used in the shooting phase with the profile below:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
0-6	6-18	+1	-	6	D3	-3	D6+D3+6	Close Combat

IMOTEKH THE STORMLORD ONLY

## ORIKAN THE DIVINER

120 points including Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Orikan	4	4	4	4	4	3	2	2	10
Orikan Empowered	5	5	5	7	7	7	4	4	10

**ARMOUR** 3+ Basic Save.

**WARGEAR** Orikan has 2 Wargear cards. These are always a Phase Shifter, and the Staff of Tomorrow.

**SPECIAL** Orikan is subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Master Chronomancer.** Orikan and all Necron models in a squad he is joined to receive a +1 bonus to their Repair rolls and can reroll saving throws of 1.

**The Stars are Right.** Roll a D6 at the start of each Necron turn. If the result is less than the current turn number, Orikan uses the Orikan Empowered profile for the rest of the game. Note that if he has already suffered wounds, these are removed from the new Wounds total.

**Staff of Tomorrow** ..... 15 points

The Staff of Tomorrow is a techno-artefact that exists out of step with time. It can be used with the profile below:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Close Combat	-	-	-	5	D6	-3	2D6+5	Chroniblade, Close Combat

**Chronoblade.** When using this weapon in hand-to-hand combat, you can reroll failed wound rolls.

ORIKAN THE DIVINER ONLY

## NEMESOR ZAHNDREKH

125 points including Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Zahndrekh	4	5	5	5	5	5	4	4	10

**ARMOUR** 2+ Basic Save.

**WARGEAR** Zahndrekh has a Staff of Light, and may have up to 3 Wargear cards.

**STRATEGY** Zahndrekh is an Overlord, and if taken in your army, he will be the commander. He has a Strategy Rating of 5, and may re-roll the D6 when rolling for first turn.

**SPECIAL** Zahndrekh is subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Adaptive Tactics.** At the start of any turn, you may select a different Mission Card of your choice to replace your current mission.

**Counter Tactics.** If selected as the target of an enemy charge or shooting, Zahndrekh and any squad he is joined to may immediately shoot exactly as if they were in Overwatch, or may declare a charge, moving before the enemy continues their action (if possible).

## VARGARD OBYRON

140 points including Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Obyron	4	6	4	5	5	3	4	3	10

**ARMOUR** 2+ Basic Save.

**WARGEAR** Obyron has a Warscythe, and may have up to 2 Wargear cards. One of these is always the Ghostwalk Mantle.

**SPECIAL** Obyron is subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**The Vargard's Duty.** When another Necron character within 3" of Vargard Obyron suffers a wound, before rolling to save you may elect to apply the wound to Obyron instead. He was make a save as normal, if possible.

**Cleaving Counterblow.** When fighting against an enemy character in hand-to-hand combat, for each 1 rolled by his opponent, Obyron may roll an additional D6.

**Ghostwalk Mantle**.....40 points

Once per game, at the start of his Movement Phase, Vargard Obyron may trigger the Ghostwalk Mantle. Remove Obyron and any squad he is joined to from the table and immediately place them anywhere on the baord using the rules for teleporting. If Obyron is joined to the same squad as Nemessor Zahndrekh, they will not scatter when using the Ghostwalk Mantle.

**VARGARD OBYRON ONLY**

## ILLUMINOR SZERAS

85 points including Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Szeras	4	4	4	4	4	2	4	4	10

**ARMOUR** 3+ Basic Save.

**WARGEAR** Szeras may have up to 4 Wargear cards, one of which is always the Eldritch Lance.

**STRATEGY** Illuminor Szeras is a Cryptek, but may be taken as your commander. He has a Strategy Rating of 5, and may re-roll the D6 when rolling for first turn.

**SPECIAL** Szeras is subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Lord of Technomancy.** Szeras and all Necron models within 8" receive a +1 bonus to their Repair rolls.

**Mechanical Augmentation.** At the start of the game, before deployment, nominate one squad of Necron Warriors or Immortals. All models in the nominated squad receive an upgrade for the duration of the game. Roll a D6 and refer to the chart below:

Roll	Effect
1-2	All models in the squad have +1 Toughness.
3-4	All models in the squad have +1 Ballistic Skill.
5-6	All models in the squad are Strength 5.

## ANRAKYR THE TRAVELLER

150 points including Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Anrakyk	4	5	6	5	5	4	4	3	10

**ARMOUR** 2+ Basic Save.

**WARGEAR** Anrakyk has a Warscythe, and may have up to 3 Wargear cards. One of these is always the Tachyon Arrow.

**STRATEGY** Anrakyk is an Overlord, and if taken in your army, he will be the commander. He has a Strategy Rating of 5, and may re-roll the D6 when rolling for first turn.

**SPECIAL** Anrakyk is subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Pyrrhian Eternals.** At the start of the game, before deployment, nominate one squad of Necron Immortals. All models in the nominated squad receive an additional Attack on the turn they charge into hand-to-hand combat.

**Mind in the Machine.** During the Shooting Phase, choose an enemy vehicle within 12" of Anrakyk and roll a D6. On a 4+, randomly select one of the vehicle's weapons (not including One Use Only weapons that have already been used, or weapons that are destroyed). Anrakyk can shoot with this weapon exactly as if he were manning it in the vehicle.



# TRAZYN THE INFINITE

120 points including Wargear

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Trazyn	4	5	5	5	5	4	4	4	10

**ARMOUR** 2+ Basic Save.

**WARGEAR** Trazyn may have up to 3 Wargear cards. One of these is always the Empathic Obliterator.

**SPECIAL** Trazyn is subject to the **Reanimation Protocols** and **Soul Torn** rules. See the **Necron Special Rules** entry for details.

**Surrogate Hosts.** If Trazyn is removed as a casualty, roll a D6. On a 2+, choose another friendly Necron character - remove that model as a casualty, and place Trazyn in its place with D3 Wounds remaining. If that character is locked in hand-to-hand combat, Trazyn is now also locked in that combat. If no other characters remain, or on a roll of a 1, remove Trazyn as a casualty as normal.

**Empathic Obliterator** .....15 points

An ancient staff infused with the power of the Old Ones, the Empathic Obliterator can be used in hand-to-hand combat with the profile below:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Close Combat	-	-	7	D3	-2	D6+D3+7		Close Combat, Psionic Shockwave

**Psionic Shockwave.** When an enemy model is slain with this weapon, all other enemy models within 6" of that model suffer a S4 hit with a -1 save modifier.

**TRAZYN THE INFINITE ONLY**

## ABYSSAL STAFF

10 Points

The Abyssal Staff can be used in the shooting phase with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Template	-	-	*	*	*	*	*	Flamer Template, Shroud of Despair

### SPECIAL RULES

**Shroud of Despair:** For each model hit by the Abyssal Staff, roll 3D6. If the result is higher than the model's LD, they suffer D3 wounds with no armour save allowed. Field saves can be taken as normal. If the Abyssal Staff hits a vehicle, each crewman must take the LD test if they roll a 4+ on a D6.

**NECRON CRYPTeKS ONLY**

APOCRYPHA

OLDHAMMER  
40,000

# WARGEAR CARD

## AEONSTAVE

10 Points

The Aeonstave can be used in hand to hand combat with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Close Combat only	-	-	5	1	-2	D6+5	Close Combat, Etheric Bubble	

### SPECIAL RULES

**Etheric Bubble:** Any model who suffers an unsaved wound from the Aeonstave moves as if in difficult terrain and halves their attacks characteristic (rounding up) for the rest of the game.

**NECRON CRYPTeKS ONLY**

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# WARGEAR CARD

## BLOODSWORN NECROSCARABS

10 Points

Friendly Necron units within 6" may reroll any rolls of 1 in hand-to-hand combat.

**IMOTEKH THE STORMLORD ONLY**

APOCRYPHA

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# WARGEAR CARD

## CHRONOMETRON

10 Points

A Necron character with a Chronometron, and any unit they have joined, may move an additional D6" when charging or falling back.

**NECRONS ONLY**

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# WARGEAR CARD

## DISRUPTOR FIELD

30 Points

Disruptor Fields affect all enemy models within 6" of the bearer in the following ways:

Vehicles or dreadnoughts within 6" of a model with a Disruptor Field at the start of their turn must roll a 4+ on a D6 to move that turn; if successful, their movement is halved. If unsuccessful, they do not move at all that turn.

Models attempting to shoot while within 6" of a Disruptor Field suffer a -1 to hit penalty.

Enemies in hand to hand combat against a model with a Disruptor Field or a squad to which they are joined use their own strength to resolve any wounds.

**NECRON CRYPTeKS ONLY**

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# WARGEAR CARD

## ELDRITCH LANCE

10 Points

The Eldritch Lance can be used in the shooting phase with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
0-12	12-36	+1	-	8	D6	-5	2D6+8	-

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# WARGEAR CARD

## EMPATHIC OBLITERATOR 15 Points

An ancient staff infused with the power of the Old Ones, the Empathic Obliterator can be used in hand-to-hand combat with the profile below:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Close Combat only	-	-	-	7	D3	-2	D6+D3+7	Close Combat, Psionic Shockwave

### SPECIAL RULES

**Psionic Shockwave.** When an enemy model is slain with this weapon, all other enemy models within 6" of that model suffer a S4 hit with a -1 save modifier.

**TRAZYN THE INFINITE ONLY**

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# WARGEAR CARD

## ENTRAPMENT LATTICE

30 Points

If an Empryritek successfully nullifies a psychic power cast by an enemy psyker within 18", they can attempt to use the Entrapment Lattice to steal that power. Both models roll 2D6 and add their Ld. If the Empryritek's score is higher, they gain the nullified power for the rest of the game, and it can no longer be used by the enemy psyker.

This can only be used when the power is first cast, not when nullifying an ongoing power.

**NECRON EMPYRITEKS ONLY**

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# WARGEAR CARD

## ETHER CRYSTAL

10 Points

Any aircraft, skimmers, jetbikes, or units using jump packs, wings or flying by any other method who move within 8" of a Necron with an Ether Crystal suffer D6 S5 hits with a -2 save modifier.

**NECRON CRYPTeKS ONLY**

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## WARGEAR CARD

## FLENSING CLAW

15 Points

The Flensing Claw is a massive glove fitted with monomolecular blades. It can be used in hand to hand combat with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Close Combat only	-	-	-	8	D3	-4	D6+D3+8	Close Combat, Shred

### SPECIAL RULES

**Shred:** When attacking with this weapon, no armour save is allowed against a To Wound roll of 6. Field saves may be taken as normal.

**NECRONS ONLY**

APOCRYPHA

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## WARGEAR CARD

## GAUSS ANNIHILATOR

15 Points

The Gauss Annihilator is a favoured weapon of Skorpekh Lords. It can be used in the shooting phase with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
0-6	6-24	+2	-	6	D3	-3	D6+D3+6	Metal Flayer, Sus. Fire 2D

### SPECIAL RULES

**Metal Flayer:** Gauss weapons make little distinction between flesh and solid material such as metal. When striking a tank they tend to strip away sections of armour. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration then add a further D6 to the penetration score.

**NECRONS ONLY**

APOCRYPHA

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## WARGEAR CARD

## GAUNTLET OF FIRE

10 Points

The Gauntlet of Fire can be used in close combat, and also in the shooting phase with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Template	-	-	-	4	D3	-2	D6+D3+4	Burn, Close Combat, Hand Flamer Template

### SPECIAL RULES

**Burn:** The Gauntlet of Fire can cause targets to catch fire exactly like a flamer. See the flamer rules for details.

**NECRONS ONLY**

APOCRYPHA

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## WARGEAR CARD

## GAZE OF FLAME

10 Points

Models belonging to units which charge into combat with a Necron equipped with a Gaze of Flame do not apply the +1 modifier for charging on their attack score. In addition, the unit suffers a -1 penalty to their Leadership while in combat with the Necron model.

**NECRONS ONLY**

APOCRYPHA

## WARGEAR CARD

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## GHOSTWALK MANTLE

40 Points

Once per game, at the start of his Movement Phase, Vargard Obyron may trigger the Ghostwalk Mantle. Remove Obyron and any squad he is joined to from the table and immediately place them anywhere on the board using the rules for teleporting. If Obyron is joined to the same squad as Nemessor Zahndrekh, they will not scatter when using the Ghostwalk Mantle.

**VARGARD OBYRON ONLY**

APOCRYPHA

## WARGEAR CARD

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## GLOOM SPHERE

25 Points

If a psychic power targets a model equipped with a gloom sphere, they may attempt to nullify it. Roll a D6; the power is nullified on a 4+.

**NECRONS ONLY**

APOCRYPHA

## WARGEAR CARD

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## HARP OF DISSONANCE

10 Points

The Harp of Dissonance can be used in the shooting phase with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Infinite	-	-	-	6	1	-1	D6+6	Entropic Strike

### SPECIAL RULES

**Entropic Strike:** When attacking with this weapon, no armour save is allowed against a To Wound roll of 6. Field saves may be taken as normal. Against vehicles, an armour penetration roll of 6 automatically penetrates.

**NECRON CRYPTEKS ONLY**

APOCRYPHA

## WARGEAR CARD

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## LIGHTNING FIELD

25 Points

When a Necron with a Lightning Field, or any model from a unit they are joined to, is wounded in close combat, return hits are inflicted on the striking model. For each wound, the attacker suffers a single Strength 3 hit with no save modifier, which can be saved as normal.

NECRONS ONLY

APOCRYPHA

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40,000

# WARGEAR CARD

## MINDSHACKLE SCARABS 20 Points

At the start of the Hand to Hand Combat phase, randomly select one model in base contact with the bearer of the mindshackle scarabs. That model must pass a Ld test on 3D6. If the test is passed, there is no effect. If failed, instead of fighting normally they inflict D3 hits on a random friendly model within 2". If there is a choice, the Necron player chooses which weapon/s are used. The model will return to normal from the end of that phase, if they are still alive.

NECRONS ONLY

APOCRYPHA

OLDHAMMER  
40,000

# WARGEAR CARD

## NIGHTMARE SHROUD

30 Points

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 model with the shroud must take a Morale check as though they had suffered 25% casualties. Any normal modifiers or exceptions will apply, ie, units that do not take Leadership tests are immune to the nightmare shroud.

NECRONS ONLY

APOCRYPHA

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40,000

# WARGEAR CARD

## PHASE SHIFTER

15 Points

A model equipped with a Phase Shifter may move through other models, or obstacles up to 1" thick, if they can roll a 4+ on a D6 before moving. They also gain an additional armour saving throw of 4+, which can not be modified.

NECRONS ONLY

APOCRYPHA

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# WARGEAR CARD



## PHYLACTERY

15 Points

When a Necron Lord with a Phylactery is reduced to 0 wounds and attempts their repair roll, instead of using the normal rules, use the following table to see what happens.

Roll	Effect
1-3	The model is removed as a casualty.
4	The model stands up with 1 wound.
5	The model stands up with 2 wounds.
6	The model stands up with 3 wounds.

**NECRON LORDS ONLY**

APOCRYPHA

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40,000

# WARGEAR CARD

## RESURRECTION ORB

40 Points

All Necron models within 12" of a model with a Resurrection Orb (including the bearer) add +1 to their Repair rolls.

**NECRONS ONLY**

APOCRYPHA

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40,000

# WARGEAR CARD

## SOLAR PULSE

20 Points

The Solar Pulse may be triggered at the start of the Necron turn. Choose one of the following effects:

- All enemy models within 12" of the model with the solar pulse are affected as if hit with a photon flash flare, or
- The area around the Necron is shrouded in darkness. Apply the effects of smoke to the area in a 12" radius from the model with the solar pulse. Ignore the 'Cloud Movement' rules.

The chosen effect lasts until the end of the next player's turn.

**NECRONS ONLY**

APOCRYPHA

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40,000

# WARGEAR CARD

## SEISMIC CRUCIBLE

5 Points

Enemy models charging a Necron with a Seismic Crucible or a squad to which they are joined move as if in difficult terrain.

**NECRON CRYPTOKS ONLY**

APOCRYPHA

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40,000

# WARGEAR CARD

## STAFF OF THE DESTROYER 10 Points

An ancient and ornamental staff of light, once wielded by the first ruler of the Sautekh. The staff can be used in the shooting phase with the profile below:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
0-6	6-18	+1	-	6	D3	-3	D6+D3+6	Close Combat

**IMOTEKH THE STORMLORD ONLY** APOCRYPHA

## WARGEAR CARD

## STAFF OF TOMORROW 15 Points

The Staff of Tomorrow is a techno-artefact that exists out of step with time. It can be used with the profile below:

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Close Combat only	-	-	-	5	D6	-3	2D6+5	Close Combat, Chronoblade

### SPECIAL RULES

**Chronoblade.** When using this weapon in hand-to-hand combat, you can reroll failed wound rolls.

**ORIKAN THE DIVINER ONLY** APOCRYPHA

## WARGEAR CARD

## TACHYON ARROW 30 Points

The Tachyon Arrow may only be used once per battle. It can be used to make a shooting attack with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
Infinite	-	-	-	10	D10	-6	D6+D10+10	-

**NECRONS ONLY** APOCRYPHA

## WARGEAR CARD

## TESSERACT LABYRINTH 50 Points

One use only. The bearer can trigger the Tesseract Labyrinth at the start of any round of close combat. Instead of fighting normally, the enemy model must immediately roll equal to or under their remaining Wounds on a D6, or be trapped within the tesseract labyrinth forever. A trapped model is removed as a casualty with no saves of any kind allowed.

**NECRONS ONLY** APOCRYPHA

## WARGEAR CARD

## TIMESPLINTER CLOAK

## 20 Points

A model equipped with a Timesplinter Cloak gains a +2 modifier to any rolls to hit or to wound. They also gain an additional armour saving throw of 3+, which can not be modified.

## NECRON CRYPTTEKS ONLY

## APOCRYPHA

# WARGEAR CARD

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## TREMORSTAVE

## 5 Points

The Tremorstave can be used in the shooting phase with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
0-12	12-36	+1	-	4	1	-1	D6+4	2" Blast Marker, Quake

## SPECIAL RULES

**Quake:** Any enemy unit hit by the Tremorstave moves as if in difficult terrain on their next turn.

## NECRON CRYPTTEKS ONLY

## APOCRYPHA

# WARGEAR CARD

**OLDHAMMER**  
40,000

## VEIL OF DARKNESS

## 60 Points

The Veil of Darkness can be used at the start of the Necron Movement phase instead of moving normally. The bearer and up to one unit of Necrons within 6" of it are removed from the tabletop and then immediately placed back together anywhere on the tabletop at least 2" away from enemy models. These units may not move any further that turn, but can shoot normally, counting as moving.

## NECRONS ONLY

## APOCRYPHA

# WARGEAR CARD

**OLDHAMMER**  
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## VEIL OF SHADOWS

## 30 Points

The Veil of Darkness can be used at the start of the Necron Movement phase instead of moving normally. The bearer is removed from the tabletop and then immediately placed back anywhere on the tabletop at least 2" away from enemy models. They may not move any further that turn, but can shoot normally, counting as moving.

**NECRONS ONLY**

АРОСВУРНА  
АРОСВУРНА

# WARGEAR CARD

**OLDHAMMER**  
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## VOLTAIC STAFF

5 Points

The Voltaic Staff can be used in the shooting phase with the below profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
0-6	6-12	+2	-	*	*	*	*	1.5" Blast Marker, Haywire

### SPECIAL RULES

**Haywire:** Models hit by the Voltaic Staff are affected exactly as if hit by a Haywire grenade - see the main rulebook for details.

**NECRON CRYPTeKS ONLY**

APOCRYPHA

OLDHAMMER  
40,000

# WARGEAR CARD

Force 2

Range: 36"

## PRIMAL SCREAM

The enslaved mind within the Empryitek's staff screams in primal pain, smothering the battlefield with its psychic suffering. This power remains active until it is nullified or the caster chooses to end it or leaves the battlefield. While it is in effect, the Empryitek may re-roll any failed Nullify attempt, and any psychic power cast within 36" of the Empryitek costs an additional Force.

APOCRYPHA

OLDHAMMER  
40,000

# NECRON PSYCHIC POWER

## EXPLOSIVE COUNTERMEASURES 40 Points

When an opponent within 12" attempts to throw a grenade, roll a D6. On a 4+, the grenade explodes in their hand (or autolauncher). Resolve the grenade damage exactly as if the model was hit by the grenade. If the grenade uses a blast marker, centre it on the thrower.

**NECRON VEHICLES ONLY**

APOCRYPHA

OLDHAMMER  
40,000

# VEHICLE CARD

### EVASION ENGRAMS

10 Points

An enemy model shooting at a vehicle equipped with evasion engrams suffers a -1 penalty to their to hit rolls.

May not be taken by Heavy Vehicles.

NECRON VEHICLES ONLY

APOCRYPHA

OLDHAMMER  
40,000

## VEHICLE CARD

### GLOOM PRISM

20 Points

If a psychic power targets a vehicle equipped with a gloom prism, or any friendly unit within 6" of them, they may attempt to nullify it. Roll a D6; the power is nullified on a 4+.

NECRON VEHICLES ONLY

APOCRYPHA

OLDHAMMER  
40,000

## VEHICLE CARD

### LIVING METAL

20 Points

When an opponent makes an armour penetration roll against this vehicle, roll a D6 and subtract the result from their roll.

NECRON VEHICLES ONLY

APOCRYPHA

OLDHAMMER  
40,000

## VEHICLE CARD

### NIGHT SHIELD

30 Points

If an enemy model successfully charges a vehicle equipped with a night shield, they must immediately roll a successful armour save or lose a wound. If multiple models finish their charge in base contact with the vehicle, each successive model adds an additional +1 to their roll (ie: +1 for the second model, +2 for the third, etc). Night shields have no effect on enclosed walkers.

NECRON VEHICLES ONLY

APOCRYPHA

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40,000

## VEHICLE CARD

## QUANTUM SHIELDING

40 Points

When an opponent scores a shooting hit against this vehicle, before armour penetration is rolled, roll a D6. On a 4+, the hit is blocked by the quantum shield. Quantum shields do not work against hand-to-hand attacks, as the attacker is inside the field bubble.

NECRON VEHICLES ONLY

APOCRYPHA

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40,000

# VEHICLE CARD

## SHADOWLOOM

15 Points

When an opponent scores a shooting hit against this vehicle, before armour penetration is rolled, roll a D6. On a 5+, the hit is blocked by the shadowloom.

Shadowlooms cast a visible bubble of darkness around the equipped vehicle, making them a more distinctive target - enemy models shooting at this vehicle receive a +1 to their hit rolls.

NECRON VEHICLES ONLY

APOCRYPHA

OLDHAMMER  
40,000

# VEHICLE CARD

## SHIELD VANES

10 Points

A model riding a bike equipped with shield vanes receives a +1 bonus to their armour save rolls.

NECRON BIKES ONLY

APOCRYPHA

OLDHAMMER  
40,000

# VEHICLE CARD

## TARGETING PROTOCOLS

10 Points

When a vehicle equipped with targeting protocols shoots, you may re-roll any to hit rolls of 1.

NECRON VEHICLES ONLY

APOCRYPHA

OLDHAMMER  
40,000

# VEHICLE CARD



### ANTIMATTER METEOR

15 Points

This power is used in the shooting phase. Place a 2" blast marker anywhere within 24" of the C'tan. Any model fully or partially under the blast marker suffers a S6 hit with a -3 save modifier.

APOCYPHA

OLDHAMMER  
40,000  
**C'TAN  
POWER  
CARD**

### COSMIC FIRE

15 Points

This power is used in the shooting phase. Place a 3" blast marker anywhere within 9" of the C'tan. Any model fully or partially under the blast marker suffers a S5 hit with a -1 save modifier. The blast marker remains on the table as a smoke cloud - see the entry for smoke grenades in the Wargear book.

APOCYPHA

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**C'TAN  
POWER  
CARD**

### DREAD AURA

10 Points

This power is used at the start of the Necron turn. Any Necron units within 12" of the C'tan that declare a charge cause terror until the end of this turn.

APOCYPHA

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**C'TAN  
POWER  
CARD**

### ENTROPIC AURA

15 Points

This power is used at the start of the Necron turn. All attacks in both shooting and hand-to-hand combat by Necron units within 12" of the C'tan have the Entropic Strike rule until the end of this turn.

**Entropic Strike:** When attacking with this weapon, no armour save is allowed against a To Wound roll of 6. Field saves may be taken as normal. Against vehicles, an armour penetration roll of 6 automatically penetrates.

APOCYPHA

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40,000  
**C'TAN  
POWER  
CARD**

### ETHERIC TEMPEST

10 Points

This power is used at the start of the Necron turn. All enemy characters and squads within 8" of the C'tan immediately move 2D6" directly away, exactly as if they are falling back. If they are currently engaged in an ongoing combat, their opponent will not receive free hits. Vehicles are unaffected.

APOCRYPHA

OLDHAMMER  
40,000

## C'TAN POWER CARD

### GAZE OF DEATH

50 Points

This power is used in the shooting phase. Roll a D6 for each enemy squad or character within 6" of the C'tan. On a 4+ they suffer D3 wounds with no saves of any kind allowed.

APOCRYPHA

OLDHAMMER  
40,000

## C'TAN POWER CARD

### GRAND ILLUSION

50 Points

This power is used at the start of the Necron turn. Immediately remove the C'tan and/or up to 3 friendly units within 12" and replot them anywhere on the table. They may not be placed in base contact with an enemy, but may declare charges as normal.

APOCRYPHA

OLDHAMMER  
40,000

## C'TAN POWER CARD

### LORD OF FIRE

10 Points

This power is used at the start of the Necron turn. Until the end of their opponent's next turn, for any any model that uses a heat-based weapon (including flamers, meltas, plasma weapons and equivalent grenade and missile types) within 18" of the C'tan roll a D6. On a 1, the weapon detonates instead of firing. Roll to wound exactly as if the model had been hit by the weapon. If the weapon is mounted on a vehicle, it counts as a result of 6 on the corresponding damage chart.

APOCRYPHA

OLDHAMMER  
40,000

## C'TAN POWER CARD

## MATTER ABSORPTION 20 Points

This power is used in the Necron shooting phase. Choose a vehicle within 12" and roll a D6. On a 2+, it suffers D3 penetrating hits on random locations.

APOCRYPHA

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40,000  
**C'TAN  
POWER  
CARD**

## MOULDER OF WORLDS 10 Points

This power is used in the Necron shooting phase. The C'tan Shard shoots with the following profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
0-12	12-24	+1	-	4	D3	-1	D6+D3+4	3" Blast Marker

APOCRYPHA

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40,000  
**C'TAN  
POWER  
CARD**

## PYRESHARDS 10 Points

This power is used in the Necron shooting phase. The C'tan Shard shoots with the following profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
0-12	12-24	+1	-	4	1	+1	D6+4	Burn, Sus Fire 3D

### SPECIAL RULES

**Burn.** See the entry for the Heat Ray in Codex Necrons.

APOCRYPHA

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40,000  
**C'TAN  
POWER  
CARD**

## SEISMIC ASSAULT 30 Points

Draw a line from the C'tan to a spot anywhere on the table within 24". For any unit the line passes through, roll a D6. If the score is equal to or less than the unit's highest Initiative, they are unaffected. If the score is higher, one model chosen randomly suffers a S8 hit with a -3 save modifier.

For vehicles, use the driver's Initiative for the test. If failed, it suffers a hit with D6+8 penetration on the location closest to the C'tan.

APOCRYPHA

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40,000  
**C'TAN  
POWER  
CARD**

## SKY OF FALLING STARS 40 Points

This power is used in the Necron shooting phase. Place three 1½ blast markers within 18" of the C'tan. Roll a D6 for each models touched by a blast marker. On a 4+, they suffer D3 wounds with no armour save allowed. Vehicles suffer a penetrating hit on all locations touched by the blast marker.

APOCRYPHA

OLDHAMMER  
40,000

## C'TAN POWER CARD

## TIME'S ARROW 25 Points

This power is used in the Necron shooting phase. Choose a model within 18" of the C'tan Shard. They must roll equal to or under their Leadership on 3D6, or lose D3 wounds with no saves allowed. Vehicles do not take the Leadership test, but suffer a single penetrating hit on a random location.

APOCRYPHA

OLDHAMMER  
40,000

## C'TAN POWER CARD

## TRANSDIMENSIONAL THUNDERBOLT 45 Points

This power is used in the Necron shooting phase. The C'tan Shard shoots with the following profile.

Short Range	Long Range	To Hit Short	To Hit Long	Str.	Dam.	Save Mod.	Armour Pen.	Special
0-20	20-60	-	-	8	2D6	-3	3D6+8	3" Blast Marker

APOCRYPHA

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40,000

## C'TAN POWER CARD

## WRITHING WORLDSCAPE 10 Points

This power is used at the beginning of the Necron turn. Until the end of the opponent's next turn, within 18" of the C'tan Shard all open terrain counts as difficult, difficult terrain as very difficult, and very difficult as impassable. Any model moving within the area of effect must roll equal to or under their Initiative, or will suffer a S3 hit with a -1 save modifier.

APOCRYPHA

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40,000

## C'TAN POWER CARD

# DESTROYER

AP00CDVDJJA  
40,000

Movement Speed		Ram Value		Save Mod.	
Slow	Combat	Fast	Strength	Damage	
8"	20"	30"	5	D4	-5

TYPE: SKIMMER/BIKE CREW: 1 NECRON WARRIOR

D6	Location	Armour		
1-2	Necron Warrior	Front	Side/Rear	
		See Below		
3-6	Destroyer	12	12	

## D6

### DESTROYER DAMAGE TABLE

- The destroyer's weapon is destroyed and may no longer be used.
- The destroyer's motive unit is damaged. From now on the destroyer may only move at Slow speed.
- The destroyer's controls are damaged. Roll a D6 at the start of each of the Necron's movement phases. On a roll of 4+ the destroyer moves normally. On a roll of 1-3 it moves out of control for that turn.
- The destroyer crashes D6" away in a random direction, destroying it and its pilot. Anybody under the wreck takes D3 S6 hits with a -2 save modifier.
- The destroyer's motive unit explodes, killing the pilot. The wreck crashes to the ground 2D6" away in a random direction. Anybody under where it lands takes D3 S6 hits with a -2 save modifier.
- The destroyer's energy cell ruptures, killing the pilot. The flaming wreck hurtles out of control next turn and then explodes. All models within 3" of the crash suffer D3 S8 hits with a -3 save modifier.

### NECRON WARRIOR DAMAGE TABLE

Roll to see if the Necron is killed using the normal shooting rules. If the Necron is killed then the destroyer will move out of control until it is destroyed, leaves the table, or the Necron makes a successful repair roll, regaining control of it.

OLDHAMMER  
40,000

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# NECRON VEHICLE

## DESTROYER

60 POINTS

### WEAPONS:

A Destroyer must be equipped with one weapon at the listed points cost. This weapon has a 180 degree fire arc to the front.

Gauss Cannon	20
Particle Beamer	35
Tesla Cannon	25
Transdimensional Beamer	10

A Destroyer may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.

HEAVY DESTROYER

АВРОСОННІКА

Movement Speed			Ram Value		
Slow	Combat	Fast	Strength	Damage	Save Mod.
8"	20"	30"	5	D4	-5

TYPE: SKIMMER/BIKE CREW: 1 NECRON WARRIOR

D6	Location	Front	Armour	Slide/Rear
1-2	Necron Warrior		See Below	
3-6	Destroyer	12		12

DESTROYER DAMAGE TABLE

D6	1	The destroyer's weapon is destroyed and may no longer be used.
	2	The destroyer's motive unit is damaged. From now on the destroyer may only move at Slow speed.
	3	The destroyer's controls are damaged. Roll a D6 at the start of each of the Necron's movement phases. On a roll of 4+ the destroyer moves normally. On a roll of 1-3 it moves out of control for that turn.
	4	The destroyer crashes D6" away in a random direction, destroying it and its pilot. Anybody under the wreck takes D3 S6 hits with a -2 save modifier.
	5	The destroyer's motive unit explodes, killing the pilot. The wreck crashes to the ground 2D6" away in a random direction. Anybody under where it lands takes D3 S6 hits with a -2 save modifier.
	6	The destroyer's energy cell ruptures, killing the pilot. The flaming wreck hurtles out of control next turn and then explodes. All models within 3" of the crash suffer D3 S8 hits with a -3 save modifier.

NECRON WARRIOR DAMAGE TABLE

Roll to see if the Necron is killed using the normal shooting rules. If the Necron is killed then the destroyer will move out of control until it is destroyed, leaves the table, or the Necron makes a successful repair roll, regaining control of it.



NECRON VEHICLE

HEAVY DESTROYER 60 POINTS

WEAPONS:

- A Heavy Destroyer must be equipped with one weapon at the listed points cost. This weapon has a 180 degree fire arc to the front.
- Heat Ray ..... 35
- Heavy Gauss Cannon ..... 40
- Particle Shredder ..... 45
- Tesla Destructor ..... 35

A Heavy Destroyer may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.



# TOMB BLADE

40,000

Slow	Movement Speed	Fast	Strength	Ram Value	Save Mod.
10"	Combat	35"	5	D4	-5

TYPE: SKIMMER/BIKE CREW: 1 NECRON WARRIOR

D6	Location	Front	Armour	Side/Rear
1-2	Necron Warrior			
3-6	Destroyer	12	See Below	12

## D6

### DESTROYER DAMAGE TABLE

- 1 The bike's weapon is destroyed and may no longer be used.
- 2 The bike's motive unit is damaged. From now on the bike may only move at Slow speed.
- 3 The bike's controls are damaged. Roll a D6 at the start of each of the Necron's movement phases. On a roll of 4+ the bike moves normally. On a roll of 1-3 it moves out of control for that turn.
- 4 The bike crashes D6" away in a random direction, destroying it. Anybody under the wreck takes D3 S6 hits with a -2 save modifier. The rider is thrown clear before it crashes, but will suffer damage if the bike travelled more than 10" in its previous movement.
- 5 The bike's motive unit explodes, killing the pilot. The wreck crashes to the ground 2D6" away in a random direction. Anybody under where it lands takes D3 S6 hits with a -2 save modifier.
- 6 The bike's energy cell ruptures, killing the pilot. The flaming wreck hurtles out of control next turn and then explodes. All models within 3" of the crash suffer D3 S8 hits with a -3 save modifier.

### NECRON WARRIOR DAMAGE TABLE

Roll to see if the Necron is killed using the normal shooting rules. If the Necron is killed then the destroyer will move out of control until it is destroyed, leaves the table, or the Necron makes a successful repair roll, regaining control of it.



# NECRON VEHICLE

## TOMB BLADE

65 POINTS

### WEAPONS:

A Tomb Blade must be equipped with one of the below options at the listed points cost. Weapons have a 180 degree fire arc to the front.

- Twin Linked Gauss Blaster ..... 28
- Twin Linked Tesla Carbine ..... 24
- Twin Linked Synaptic Disintegrator ..... 16
- Gauss Cannon ..... 20
- Particle Beamer ..... 35
- Tesla Cannon ..... 25
- Transdimensional Beamer ..... 10

A Tomb Blade may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.



# MONOLITH

АПОСРВРПНН

Movement Speed		Ram Value	
Slow	Combat	Fast	Strength
4"	8"	N/A	8
		Damage	Save Mod.
		D12	-5

**TYPE: SKIMMER** **CREW: 1 NECRON WARRIOR DRIVER**  
**1 NECRON WARRIOR GUNNER**

D6	Location	Front	Armour	Side/Rear
1-2	Weapon Systems	18		18
3-6	Hull	22		22

## HULL DAMAGE TABLE

HULL DAMAGE TABLE	
D6	
1-3	An internal explosion rips through the monolith. Roll a D6 - on a 4+ the crew are slain. The monolith may not move, shoot or take any other action on its next turn while new crew are teleported in to take their place.
4	The monolith's motive unit explodes. The vehicle spins to face a random direction and comes to a permanent halt.
5	The monolith's internal systems ignite, killing the crew. The wreck moves out-of-control next turn and explodes. Anything within 3" suffers damage as if hit by a heavy flamer.
6	The monolith's energy core detonates. The vehicle is destroyed and any models within 3" suffer D6 S10 hits with a -3 save modifier.

## WEAPON SYSTEMS DAMAGE TABLE

WEAPON SYSTEMS DAMAGE TABLE	
D6	
1	The crystal focus is damaged. The power matrix may not longer be used to fire the particle whip.
2-5	The flux arc projector has been damaged. Subtract 1 from the sustained fire dice roll when firing the gauss flux arc. This effect is cumulative - subtract an additional amount for each subsequent damage result suffered.
6	The weapon systems suffer a catastrophic failure. All weapons are destroyed and the explosion rips into the hull. Roll on the Hull Damage Table.



# NECRON VEHICLE

## MONOLITH

180 POINTS

### WEAPONS:

A Monolith has a Gauss flux arc and a particle whip, both with a 360-degree field of fire.  
A Monolith may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.

# TRIARCH STALKER

40,000

Vehicle Data										Ram Value	Save Mod.
M	WS	BS	S	I	A	Ld	Strength	Damage	D6		
8	4	4	7	4	2	10	6				-4

TYPE: WALKER

CREW: 1 NECRON WARRIOR

Armour			
D6	Location	Front	Side/Rear
1	Pilot	See Below	
2-3	Hull	15	15
4-5	Legs	15	15
6	Weapons	15	15

## D6 HULL DAMAGE TABLE

- The walker's power matrix glitches, temporarily interfering with the pilot's control. On its next turn, roll a D6 - on a 1-3, the walker will move D6" in a random direction, colliding with anything in its path, before the pilot regains control. On a 4-6, the walker functions normally.
- The walker's controls are damaged, making it difficult to control. Before moving or attacking, roll a D6 - on a 1-3, the walker may not move or attack this turn. On a 4-6, it functions normally.
- The warrior's interface with the walker is damaged. For the rest of the game, halve all of the walker's characteristics.
- The power matrix is damaged, immobilising the walker. It may not move, but may fire its weapons normally.
- The walkers power matrix explodes! All models within 3" suffer D6 S10 hits with a -3 save modifier. The walker is destroyed and the pilot slain.

## D6 LEGS DAMAGE TABLE

- The armour holds, but the walker is staggered by the hit, and may not move next turn.
- The walker is knocked off-balance by the hit, and staggers D3" in a random direction, colliding with anything in its path.
- The legs are seriously damaged, and the walker may now only limp 1D3" per turn.
- With colossal damage to its motive systems, the walker crashes to the ground and may not move or attack for the rest of the game. The warrior may exit the vehicle on their next movement phase, if they are still alive.

## D6 WEAPON SYSTEMS DAMAGE TABLE

- The weapon systems are partially damaged. Before shooting, roll a D6 - on a 1-3, the weapon doesn't work this turn. On a 4-6 the weapon functions normally.
- The weapon systems are torn from the walker's hull and destroyed.
- The weapon systems suffer a catastrophic failure. All weapons are destroyed and the explosion rips into the hull. Roll on the Hull Damage Table.

## NECRON WARRIOR DAMAGE TABLE

Roll to see if the Necron is killed using the normal shooting rules. If the Necron is killed then the walker will move out of control next turn and then collapse to the ground, where it will count as destroyed until the pilot repairs. They may repair through Reanimation Protocols if a Necron Warrior squad is nearby, or if the walker is still operational - this will only repair the warrior, not any damage to the walker.



# NECRON VEHICLE

## TRIARCH STALKER

65 POINTS

### WEAPONS:

A Triarch Stalker must be equipped with one of the below options at the listed points cost. Weapons have a 180 degree fire arc to the front.

Heat Ray.....	35
Heavy Gauss Cannon .....	40
Particle Shredder .....	45
Tesla Destructor .....	35
Twin Linked Heat Ray .....	70
Twin Linked Heavy Gauss Cannon .....	80
Twin Linked Particle Shredder .....	90
Twin Linked Tesla Destructor .....	70

A Triarch Stalker may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.

# ANNIHILATION BARGE

АПОСТРЫНІА

Movement Speed	Fast	Strength	Ram Value	Save Mod.
Slow	20"	30"	6	D6
8"				-3

**TYPE: SKIMMER**

**CREW: 2 NECRON WARRIORS**

**TRANSPORT: 1 NECRON LORD (SEE RULES ENTRY)**

D6	Location	Front	Armour	Side/Rear
1	Crew		See Below	
2	Weapon System (lower)	15		15
3-4	Weapon System (upper)/Transport Platform*	15		15
5-6	Hull	15		15

\*Refer to the relevant table below.

## HULL DAMAGE TABLE

- 1-3 The barge's motive unit is damaged. It may only move at slow speed for the rest of the battle.
- 4 The barge's motive unit explodes. The vehicle spins to face a random direction and comes to a permanent halt.
- 5 The barge's power systems ignite, killing the crew. The wreck moves out-of-control next turn and explodes. Anything within 3" suffers damage as if hit by a heavy flamer.
- 6 The barge's energy core detonates. The vehicle is destroyed and any models within 3" suffer D6 S10 hits with a -3 save modifier.

## WEAPON SYSTEMS DAMAGE TABLE

- 1 The weapon system is partially damaged. Before shooting, roll a D6 - on a 1-3, the weapon doesn't work this turn. On a 4-6 the weapon functions normally.
- 2-5 The weapon system is torn from the barge's hull and destroyed.
- 6 The weapon system suffers a catastrophic failure. It is destroyed and the explosion rips into the hull. Roll on the Hull Damage Table.

## TRANSPORT PLATFORM DAMAGE TABLE

Roll on the Hull Damage Table, but subtract 2 from the roll. If a model is currently being transported, roll to see if they are killed using the normal shooting rules. They may repair through Reanimation Protocols as normal.

## NECRON WARRIOR DAMAGE TABLE

Roll to see if the Necrons are killed using the normal shooting rules. If both crew are killed then the barge will move out of control until it crashes or at least one of the crew repairs. Crew may repair through Reanimation Protocols if a Necron Warrior squad is nearby, or if the barge is still operational - this will only repair the warriors, not any damage to the barge.



# NECRON VEHICLE

## ANNIHILATION BARGE

75 POINTS

### WEAPONS:

An Annihilation Barge must be equipped with one of the below options at the listed points cost. These weapons have a 180 degree fire arc to the front.

- Gauss Cannon ..... 20
- Particle Beamer ..... 35
- Tesla Cannon ..... 25
- Transdimensional Beamer ..... 10

It may also have a single option from below, at the listed points cost. These weapons have a 180 degree fire arc to the front.

- Twin Linked Heat Ray ..... 70
- Twin Linked Heavy Gauss Cannon ..... 80
- Twin Linked Particle Shredder ..... 90
- Twin Linked Tesla Destructor ..... 70

If not equipped with one of these twin linked weapons, the Annihilation Barge can transport 1 Necron Lord. It may not transport a Skorpekh Lord.

An Annihilation Barge may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.

# GHOST ARK

40,000

Movement Speed		Fast		Strength		Ram Value		Damage		Save Mod.	
Slow	Combat	20"		30"		6		D6		-3	
8"											

TYPE: SKIMMER CREW: 1 NECRON WARRIOR

TRANSPORT: 10 NECRON INFANTRY

D6	Location	Front	Armour	Side/Rear
1	Crew	See Below		
2	Weapon System*	15		15
3-4	Hull	15		15
5-6	Passengers	See Below		

\*Hits the side closest to the attacker.

## D6

### HULL DAMAGE TABLE

- 1-2 The ark's motive unit is damaged. It may only move at slow speed for the rest of the battle.
- 3 An energy surge rips through the ark's transport section. Roll a D6 for each model on board - on a 4+ they are killed.
- 4 The ark's motive unit explodes. Roll a D6 for each model on board - on a 4+ they are killed. The vehicle spins to face a random direction and comes to a permanent halt.
- 5 The ark's power systems ignite, killing all models on board. The wreck moves out-of-control next turn and explodes. Anything within 3" suffers damage as if hit by a heavy flamer.
- 6 The ark's energy core detonates. The vehicle is destroyed and all models on board are killed. Any models within 3" suffer D6 S10 hits with a -3 save modifier.

## D6

### WEAPON SYSTEMS DAMAGE TABLE

- 1 The weapon system is partially damaged. Before shooting, roll a D6 - on a 1-3, the weapon doesn't work this turn. On a 4-6 the weapon functions normally.
- 2-5 The weapon system is torn from the ark's hull and destroyed.
- 6 The weapon system suffers a catastrophic failure. It is destroyed and the explosion rips into the hull. Roll on the Hull Damage Table.

### NECRON WARRIOR DAMAGE TABLE

Roll to see if the Necron is killed using the normal shooting rules. If the Necron is killed then the ark will move out of control until it crashes or the crew repairs. Crew may repair through Reanimation Protocols if a Necron Warrior squad is nearby, or if the ark is still operational - this will only repair the warrior, not any damage to the ark.

### PASSENGER DAMAGE TABLE

Use normal shooting rules to resolve attacks against models on board. If a template weapon is used, every model in the transport area is struck on a roll of 4+ on a D6.



# NECRON VEHICLE

## GHOST ARK

85 POINTS

### WEAPONS:

A Ghost Ark has 2 Gauss Player Arrays, each with a 180 degree fire arc to the side.

A Ghost Ark may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.

# DOOMSDAY ARK

АПОКРИФИКА

Movement	Speed	Fast	Strength	Ram Value	Save Mod.
Slow	Combat	15"	25"	6	D6
7"					-3

TYPE: SKIMMER

CREW: 1 NECRON WARRIOR

D6	Location	Front	Armour	Side/Rear
1	Crew	See Below		
2	Weapon System*	15		15
3-4	Hull	15		15
5-6	Doomsday Cannon	15		15

\*Hits the side closest to the attacker.

## HULL DAMAGE TABLE

- D6**
- 1-3 The ark's motive unit is damaged. It may only move at slow speed for the rest of the battle.
  - 4 The ark's motive unit explodes. Roll a D6 for the pilot - on a 4+ they are killed. The vehicle spins to face a random direction and comes to a permanent halt.
  - 5 The ark's power systems ignite, killing the pilot. The wreck moves out-of-control next turn and explodes. Anything within 3" suffers damage as if hit by a heavy flamer.
  - 6 The ark's energy core detonates. The vehicle is destroyed and the pilot is killed. Any models within 3" suffer D6 S10 hits with a -3 save modifier.

## DOOMSDAY CANNON DAMAGE TABLE

- D6**
- 1 The doomsday cannon is damaged. Before shooting, roll a D6 - on a 4-6 the weapon functions normally. On a 2-3 it doesn't fire this turn. On a 1, it explodes and is destroyed - roll on the hull damage table, subtracting 1 from the result.
  - 2-5 The doomsday cannon is torn from the ark's hull and destroyed.
  - 6 The doomsday cannon suffers a catastrophic failure. It is destroyed and the explosion rips into the hull. Roll on the Hull Damage Table.

## WEAPON SYSTEMS DAMAGE TABLE

- D6**
- 1 The weapon system is partially damaged. Before shooting, roll a D6 - on a 1-3, the weapon doesn't work this turn. On a 4-6 the weapon functions normally.
  - 2-5 The weapon system is torn from the ark's hull and destroyed.
  - 6 The weapon system suffers a catastrophic failure. It is destroyed and the explosion rips into the hull. Roll on the Hull Damage Table.

## NECRON WARRIOR DAMAGE TABLE

Roll to see if the Necron is killed using the normal shooting rules. If the Necron is killed then the ark will move out of control until it crashes or the crew repairs. Crew may repair through Reanimation Protocols if a Necron Warrior squad is nearby, or if the ark is still operational - this will only repair the warrior, not any damage to the ark.



# NECRON VEHICLE

## DOOMSDAY ARK

85 POINTS

### WEAPONS:

A Doomsday Ark has 2 Gauss Flayer Arrays, each with a 180 degree fire arc to the side, and a Doomsday Cannon with a 90 degree fire arc to the front.

A Doomsday Ark may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.



# CANOPTK REANIMATOR

40,000

Vehicle Data										Ram Value
M	WS	BS	S	I	A	Ld	Strength	Damage	Save Mod.	
6	4	4	5	2	2	10	5	D4	-3	

TYPE: WALKER

CREW: SPECIAL

D6	Location	Front	Side/Rear
1-3	Hull	15	15
4-6	Legs	15	15

## D6

### HULL DAMAGE TABLE

- 1 The Reanimator's processor is damaged. Before moving or attacking, roll a D6 - on a 1-3, the Reanimator may not move or attack this turn. On a 4-6, it functions normally.
- 2 The Reanimator's control cable harnesses are partially torn. For the rest of the game, halve all of the Reanimator's walker's characteristics.
- 3 The Reanimator's power matrix is ruptured and leaking heat. Roll a D6 at the start of each player's turn - on a 1 or 2, the Reanimator explodes. All models within 3" will suffer DS6 S10 hits with a -3 saving modifier.
- 4-5 The Reanimator's central processor is shattered. It staggers D3" in a random direction, colliding with anything moved into, and then collapses to the ground, destroyed.
- 6 The Reanimator's power matrix explodes! All models within 3" suffer D6 S10 hits with a -3 save modifier. The walker is destroyed and the pilot slain.

## D6

### LEGS DAMAGE TABLE

- 1 The armour holds, but the Reanimator is staggered by the hit, and may not move next turn.
- 2 The Reanimator is knocked off-balance by the hit, and staggers D3" in a random direction, colliding with anything in its path.
- 3-4 The legs are seriously damaged, and the Reanimator may now only limp 1D3" per turn.
- 5-6 With colossal damage to its motive systems, the Reanimator crashes to the ground and may not move or attack for the rest of the game.



# NECRON VEHICLE

## CANOPTK REANIMATOR

50 POINTS

### WEAPONS:

A Canoptek Reanimator has 2 Atomisers with a 180 degree fire arc to the front, and 2 Slicer Claws.

A Canoptek Reanimator may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.



# CANOPTK DOOMSTALKER

АПОСТРІПНІА

Vehicle Data							Ram Value		
M	WS	BS	S	I	A	Ld	Strength	Damage	Save Mod.
8	4	4	6	2	2	10	6	D4	-4

TYPE: WALKER CREW: SPECIAL

D6	Location	Front	Armour	Side/Rear
1-2	Doomsday Blaster	15		15
3-4	Hull	15		15
5-6	Legs	15		15

## HULL DAMAGE TABLE

- D6**
- The Doomstalker's processor is damaged. Before moving or attacking, roll a D6 - on a 1-3, the Doomstalker may not move or attack this turn. On a 4-6, it functions normally.
  - The Doomstalker's control cable harnesses are partially torn. For the rest of the game, have all of the Doomstalker's waker's characteristics.
  - The Doomstalker's power matrix is ruptured and leaking heat. Roll a D6 at the start of each player's turn - on a 1 or 2, the Doomstalker explodes. All models within 3" will suffer D6 S10 hits with a -3 saving modifier.
  - 5 The Doomstalker's central processor is shattered. It staggers D3" in a random direction, colliding with anything moved into, and then collapses to the ground, destroyed.
  - 6 The Doomstalker's power matrix explodes! All models within 3" suffer D6 S10 hits with a -3 save modifier. The walker is destroyed and the pilot slain.

## DOOMSDAY BLASTER DAMAGE TABLE

- D6**
- The doomsday blaster is damaged. Before shooting, roll a D6 - on a 4-6 the weapon functions normally. On a 2-3 it doesn't fire this turn. On a 1, it explodes and is destroyed - roll on the hull damage table, subtracting 1 from the result.
  - 2-5 The doomsday blaster is torn from the ark's hull and destroyed.
  - 6 The doomsday blaster suffers a catastrophic failure. It is destroyed and the explosion rips into the hull. Roll on the Hull Damage Table.

## LEGS DAMAGE TABLE

- D6**
- The armour holds, but the Doomstalker is staggered by the hit, and may not move next turn.
  - The Doomstalker is knocked off-balance by the hit, and staggers D3" in a random direction, colliding with anything in its path.
  - 3-4 The legs are seriously damaged, and the Doomstalker may now only limp 1D3" per turn.
  - 5-6 With colossal damage to its move systems, the Doomstalker crashes to the ground and may not move or attack for the rest of the game.



# NECRON VEHICLE

CANOPTK DOOMSTALKER 90 POINTS

## WEAPONS:

A Canoptek Doomstalker has 2 twin linked Gauss Flayers with a 180 degree fire arc to the front, and a Doomsday Blaster with a 90 degree fire arc to the front.

A Canoptek Doomstalker may be equipped with any Necron vehicle cards for the relevant points cost. Necron vehicles may not take any other vehicle cards.



# SUMMARY

Weapon	Short Range	Long Range	To Hit Short	To Hit Long	Strength	Damage	Save Modifier	Armour Penetration	Special
Atomiser	0-6	6-18	+2	-	6	1	-2	D6+6	Cutting Beam, Sustained Fire 1D
Death Ray	0-12	12-36	-	-	10	2D10	-6	D6+2D10+6	Special - see entry
Doomsday Blaster (High)	0-12	12-48	+2	-	10	D12	-6	D6+D12+10	2" Blast Marker
(Low)	0-12	12-24	+1	-	8	D6	-3	2D6+8	1.5" Blast Marker
Doomsday Cannon (High)	0-12	12-72	+2	-	10	2D12	-6	D6+2D12+10	3" Blast Marker
(Low)	0-12	12-36	+1	-	8	D12	-3	D6+D12+8	2" Blast Marker
Gauss Blaster	0-6	6-24	+1	-	5	1	-3	D6+5	Metal Flayer, Sustained Fire 2D
Gauss Cannon	0-12	12-36	+1	-	6	D6	-3	2D6+6	Metal Flayer
Gauss Flayer	0-6	6-24	+1	-	4	1	-2	D6+4	Metal Flayer
Gauss Flayer Array	0-6	6-24	+2	-	4	1	-2	D6+4	Metal Flayer, Sustained Fire 2D
Gauss Flux Arc	0-12		-	-	5	D4	-3	D6+D4+5	Metal Flayer, Sustained Dice 1D
Gauss Pistol	0-6	6-12	+2	-1	6	D3	-3	D6+D3+6	Close Combat, Metal Flayer
Gauss Reaper	0-6	6-18	+2	-	5	1	-3	D6+5	Metal Flayer, Sustained Fire 1D
Heat Ray (Dispersed)	Template		-	-	6	1	-3	D6+6	Burn, Heavy Flamer Template
(Focussed)	0-12	12-24	+1	-	8	2D12	-4	D6+2D12+8	Burn, Sustained Fire 1D
Heavy Gauss Cannon	0-12	12-36	+1	-	9	2D6	-6	3D6+9	Metal Flayer
Hyperphase Reaper	Close Combat only		-	-	6	D6	-4	2D6+6	Close Combat, Parry, Two Handed
Hyperphase Sword	Close Combat only		-	-	4	D3	-2	D6+D3+4	Close Combat, Parry
Particle Beamer	0-12	12-36	-	-	7	D4	-4	D6+D4+7	2" Blast Marker
Particle Caster	0-6	6-12	+1	-1	7	D4	-4	D6+D4+7	Close Combat
Particle Shredder	0-12	12-36	-	-	8	D4	-4	D6+D4+8	3" Blast Marker
Particle Whip	0-12	12-36	-	-	9	D6	-5	2D6+9	3" Blast Marker
Rod of Covenant	0-6	6-18	+1	-	5	D4	-3	D6+D4+5	Close Combat - 2 Handed
Scouring Eye	0-6	6-12	+2	-1	5	1	-2	D6+5	Close Combat, Sustained Fire 1D
Shredder Claw	Close Combat only		-	-	4	1	-1	D6+4	Close Combat, Parry, Shred
Slicer Claw	Close Combat only		-	-	5	1	-2	D6+5	Close Combat, Parry
Staff of Domination	Close Combat only		-	-			Special		Close Combat, Special - see entry
Staff Of Light	0-6	6-18	+1	-	5	D3	-2	D6+D3+5	Close Combat- 2 Handed
Synaptic Disintegrator	0-6	6-24	+1	-	X	1	-2	D6+4	Special - See entry
Tesla Cannon	0-12	12-24	+2	-1	7	D3	-1	D6+D3+7	Sustained Fire 2D, Tesla
Tesla Carbine	0-6	6-18	+2	-1	6	1	-1	D6+6	Sustained Fire 1D, Tesla
Tesla Destructor	0-12	12-24	+2	-1	8	D3	-1	D6+D3+8	Sustained Fire 3D, Tesla
Transdimensional Beamer	0-6	6-18	+2	-	5	1	-3	D6+5	Exile Ray
Voidblade	Close Combat only		-	-	4	1	-2	D6+4	Close Combat, Entropic Strike, Parry
Voidscythe	Close Combat only		-	-	10	D6	-5	2D6+10	Close Combat - 2 Handed
Warscythe	Close Combat only		-	-	6	D6	-4	2D6+4	Close Combat - 2 Handed
Whip Coils	Close Combat only		-	-	6	1	-2	D6+6	Close Combat, Swiftstrike

Troop Type	M	WS	BS	S	T	W	I	A	Ld	Special
<b>Charnel Spyder</b>	4	3	3	6	6	3	2	2	10	Artificer, Canoptek Protocols, Hover
<b>Cryptek</b>	4	4	4	4	4	2	2	1	10	Reanimation Protocols, Soul Torn, Technomancer
<b>Cryptothrall</b>	4	3	3	4	4	2	2	2	10	Reanimation Protocols, Soul Torn, Systematic Vigour
<b>C'tan Shard</b>	8	6	6	7	7	8	4	4	10	Immune to Natural Law, Manifestations of Power, Necrodermis
<b>Empyritek</b>	4	4	4	4	4	2	2	1	10	Psyker, Reanimation Protocols, Soul Torn
<b>Flayed One</b>	4	4	4	4	4	1	4	2	10	Fear, Infiltration, Reanimation Protocols, Soul Torn
<b>Hexmark</b>	8	4	5	4	5	4	3	8	10	Fights Alone, Pistol Expert, Reanimation Protocols, Skorpekh Body, Soul Torn
<b>Immortal</b>	4	4	4	4	5	2	2	1	10	Teleport, Reanimation Protocols, Soul Torn
<b>Lord</b>	4	4	4	5	5	3	4	3	10	Reanimation Protocols, Soul Torn
<b>Lychguard</b>	4	4	4	5	5	2	2	2	10	Guardian Protocols, Reanimation Protocols, Soul Torn
<b>Ophydian Wraith</b>	6	4	4	4	6	3	3	4	10	Reanimation Protocols, Soul Torn, Wraithflight
<b>Overlord</b>	4	5	5	5	5	4	4	4	10	Reanimation Protocols, Soul Torn
<b>Pariah</b>	4	4	4	4	4	2	3	1	10	Fearless, Psychic Abomination, Reanimation Protocols, Soulless, Soul Torn, Warp Disturbance
<b>Plasmacyte</b>	4	3	3	4	5	1	2	1	10	Canoptek Protocols, Infused Madness, Recall Protocol
<b>Royal Warden</b>	4	4	4	5	5	2	2	2	10	Reanimation Protocols, Soul Torn
<b>Scarab</b>	8/16	1	0	3	8	1	2	1	10	Canoptek Protocols, Detonation, Small Targets, Special Movement
<b>Scarab Swarm</b>	8/16	1	0	3	8	3	2	3	10	Canoptek Protocols, Detonation, Small Targets, Special Movement
<b>Skorpekh</b>	8	5	4	4	5	5	4	6	10	Reanimation Protocols, Skorpekh Body, Soul Torn
<b>Skorpekh Lord</b>	8	6	5	5	5	5	4	6	10	Armed & Deadly, Reanimation Protocols, Skorpekh Body, Soul Torn
<b>Spectre</b>	6	4	4	5	6	3	2	2	10	Canoptek Protocols, Wraithflight
<b>Tomb Spyder</b>	4	2	2	6	6	2	2	2	10	Artificer, Canoptek Protocols, Hover
<b>Warrior</b>	4	4	4	4	4	1	2	1	10	Reanimation Protocols, Soul Torn
<b>Wraith</b>	6	4	4	4	5	2	2	2	10	Reanimation Protocols, Soul Torn, Wraithflight
<b>Anrakyr the Traveller</b>	4	5	6	5	5	4	4	3	10	Mind in the Machine, Pyrrhian Eternals, Reanimation Protocols, Soul Torn
<b>Illuminor Szeras</b>	4	4	4	4	4	2	4	4	10	Lord of Technomancy, Mechanical Augmentation, Reanimation Protocols, Soul Torn
<b>Imotekh the Stormlord</b>	4	5	5	5	5	6	4	4	10	My Will Be Done, Reanimation Protocols, Soul Torn, Undying
<b>Nemesor Zandrek</b>	4	5	5	5	5	5	4	4	10	Adaptive Tactics, Counter Tactics, Reanimation Protocols, Soul Torn
<b>Orikan the Diviner</b>	4	4	4	4	4	3	2	2	10	Master Chronomancer., Reanimation Protocols, Soul Torn, The Stars are Right
<b>Orikan Empowered</b>	5	5	5	7	7	7	4	4	10	Master Chronomancer., Reanimation Protocols, Soul Torn, The Stars are Right
<b>Trazyn the Infinite</b>	4	5	5	5	5	4	4	4	10	Reanimation Protocols, Soul Torn, Surrogate Hosts
<b>Vargard Obyron</b>	4	6	4	5	5	3	4	3	10	Cleaving Counterblow, Reanimation Protocols, Soul Torn, The Vargard's Duty

# CODEx

# NECRONS

The skeletal warriors of the Necron race have lain dormant in their stasis-tombs for millions of years. Now, ancient portents are realised and a horror from the darkest depths of pre-history awakes...

## NECRON ARMY LIST

This book contains rules for using the undying hordes of the Necrons, from swarms of insectile Scarabs, legions of Warriors and Immortals, giant Canoptek constructs, and devastating vehicles carrying ancient and terrifying weaponry.

## SPECIAL CHARACTERS

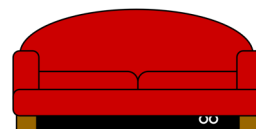
Included are army list entries for Necron Special Characters, including the Stormlord, Imotekh, the future-crawling Orikan the Diviner, and the tactical genius Nemesor Zandrekh and his Vargard Obyron.

## POWERFUL UPGRADES

To boost your army, the Necron rules also contain a slew of new Wargear cards and Vehicle Upgrade Cards, and Power Cards for the mighty C'tan Shards!



This book contains unofficial, fan-made supplemental material for the 2nd edition of Warhammer 40,000. Not intended for sale.



Under The Couch