

## Codex: Necrons

### SPECIAL RULES

Necron – A unit with this special rule gain the Feel No Pain and Fearless universal special rules.

Gauss Weapons – a Necron ranged weapon with this rule has the Rending universal special rule.

### WEAPONS:

Gauss Flayer – Range: 24" Strength: 4 AP: 5 Type: Rapid-Fire, Gauss Weapon

Gauss Blaster – Range: 24" Strength: 5 AP: 4 Type: Rapid-Fire, Twin-Linked, Gauss Weapon

Gauss Cannon – Range: 36" Strength: 6 AP: 4 Type: Heavy 3, Gauss Weapon

Heavy Gauss Cannon – Range: 48" Strength: 8 AP: 2 Type: Heavy 1, Gauss Weapon

Gauss Destructor – Range: 24" Strength: 5 AP: 3 Type: Heavy 3, Gauss Weapon

Monolith Power Matrix – Range: 48" Strength: 10 AP: 1 Type: Ordnance 1, Large Blast

Particle Disruptor – Range: Template Strength 4 AP: 2 Type: Assault 1, Gauss Weapon

### WARGEAR:

Staff of Light: Power Weapon, can be fired as a Particle Disruptor.

Warscythe: The Warscythe is a two-handed power-weapon that adds +2 to the users' strength in assault, ignores Invulnerable saves as well as armour saves and the user rolls 2D6 Armour Penetration against vehicles in close-combat. It can also be fired in the shooting phase as a Gauss Flayer.

Destroyer Body: a model mounted on a Destroyer body has the unit type: Jetbike. Note that the model does not gain +1 Toughness.

Resurrection Orb: Any of your units with at least one model within 12" of a Necron Lord with a Resurrection Orb, including the Lord himself, may always take their Feel No Pain tests regardless of the weapon causing the wound.

Phase Shifter: A model with a Phase shifter benefits from a 4+ Invulnerable save. Additionally, the model may move through impassable terrain, as long as it doesn't end its move inside it.

Phylactery: A model with a Phylactery passes Feel No Pain tests on a 3+.

Gravitational Disruptor: A model equipped with a Gravitational Disruptor may use it in the Shooting

Phase instead of firing a weapon, provided it didn't move this turn. All units with a model within 24" of the Gravitational Disruptor when used will count as being in both difficult and dangerous terrain if they move in the movement phase, run or make an assault move until the end of your next turn.

Lightning Field: Every unit with a model in base contact with a Necron unit with a lightning field will take D6 Strength 4 hits each turn in the assault phase, before any attacks are made.

Solar Pulse: Once per game at the beginning of your opponents turn, the controlling player may make a Solar Pulse if the Necron Lord with this wargear is still alive. All enemy units are at -1 BS for the rest of their turn as they are blinded. Also, if the Night Fighting rules are in effect, they will be suspended for the rest of the turn.

Energized Claws: A model with Energized Claws has the Rending universal special rule in assault.

Fused Plating: A model with Fused Plating has a 2+ armour save.

Veil of Darkness: Utilizing seemingly impossible technology, the Necron Lord moves himself and his silent warriors, seemingly disappearing into darkness and reappearing elsewhere. At the beginning of the turn, the controlling player may remove the Necron Lord and any unit he is with from the table and replace them anywhere on the board via the Deepstrike rules.

Defense Scarabs: The Necron Lord is protected by Scarabs that stay near their master to protect and fight for him. The Necron Lord may make three additional attacks in close combat, at strength 3 and initiative 2 with armour saves allowed as normal. The Necron Lord counts as WS 2 for the purposes of these attacks.

Powered Claws: The attacks from a model with Powered Claws counts as being armed with a single power weapon.

Wraith body: The model gains the Wraith Phase Shifter wargear, and moves in the same way as a jetbike – note that the models' unit type does *not* change to Jetbike, and remains the same.

Wraith Phase Shifter: Grants a 3+ Invulnerable save. Additionally, the model may move through impassable terrain, as long as it doesn't end its move inside it.

Chronometron: The Necron Lord and any unit he is joined with gain the Fleet universal special rule and always strike first in close combat, and automatically pass any Initiative tests they may be required to take - so long as the Necron Lord is alive.

Flayer Claws: Attacks from a model with Flayer Claws ignore armour saves and re-roll failed rolls to wound.

# ARMY LIST

## HQ

### Necron Lord

0-1 Platinum

Statline: WS: 7 BS: 7 S: 5 T: 6 W: 4 I: 4 A: 4 LD: 10 Sv: 2+

Points cost: 180

Unit type: Infantry

Number/unit: 1

Special Rules – Feel No Pain, Fearless, Independent Character

Ancient Enemy: A Platinum Necron Lord will have been fighting for millions, if not billions of years. His skills at range and close combat are rarely matched and his ancient robotic body is as tough as the worst Tyranid monster and stronger than any Space Marine and can take a considerable amount of punishment, as shown in his profile. Additionally, on account of his experience, he has the Preferred enemy special rule against all enemies. He conveys this rule to any Necron unit he has joined.

Wargear: Staff of Light, Fused Plating

Options:

A Platinum Lord may have any of the following:

May have a Chronometron for +35pts

May have a Veil of Darkness for +50pts

May replace Staff of Light with Warscythe for +10pts

May have Defense Scarabs for +15pts

May have Energized Claws for +5pts

May have a Resurrection Orb for +30pts

May have a Lightning Field for +10pts

May have a Solar Pulse for +20pts

May have a Phylactery for +15pts

May have a Phase Shifter for +10pts

May also select one of the following:

Become a Destroyer Lord for +50pts – the Lord gains a Destroyer body, and Destroyers may now be taken as troops choices as well as Fast Attack.

Become a Wraith Lord for +50pts – The Lord gains a Wraith body, and Wraiths may be taken as troops choices as well as Fast Attack.

Become an Immortal Lord for +50pts – The Lord benefits from +1 Toughness and gains the Eternal Warrior special rule. Additionally, Immortals may be taken as troops choices as well as Elites.

Become a Flayer Lord for +50pts – The Lord gains the Grotesque and Attack from below! special rules as detailed in the Flayed Ones entry. Flayed Ones may be taken as troops choices as well as Elites, and the Lord replaces his Staff of Light with two Flayer Claws, and may not take a Warscythe.

## Gold

Statline: WS: 6 BS: 6 S: 5 T: 5 W: 3 I: 4 A: 4 LD: 10 Sv: 3+

Points cost: 125

Unit Type: Infantry

Number/unit: 1

Special Rules – Feel No Pain, Fearless, Independent Character

Wargear: Staff of Light

Options:

A Gold Lord may select up to 150pts of upgrades from the list below

May have a Chronometron for +35pts

May have Fused Plating for +15pts

May have a Veil of Darkness for +50pts

May replace Staff of Light with Warscythe for +10pts

May have Defense Scarabs for +15pts

May have Energized Claws for +5pts

May have a Resurrection Orb for +30pts

May have a Lightning Field for +10pts

May have a Solar Pulse for +20pts

May have a Phylactery for +15pts

May have a Phase Shifter for +10pts

May also select one of the following:

Become a Destroyer Lord for +50pts – the Lord gains a Destroyer body, and Destroyers may now be taken as troops choices as well as Fast Attack.

Become a Wraith Lord for +50pts – The Lord gains a Wraith body, and Wraiths may be taken as troops choices as well as Fast Attack.

Become an Immortal Lord for +50pts – The Lord benefits from +1 Toughness and gains the Eternal Warrior special rule. Additionally, Immortals may be taken as troops choices as well as Elites.

Become a Flayer Lord for +50pts – The Lord gains the Grotesque and Attack from below! special rules as detailed in the Flayed Ones entry. Flayed Ones may be taken as troops choices as well as Elites, and the Lord replaces his Staff of Light with two Flayer Claws, and may not take a Warscythe.

## Silver

Statline: WS: 5 BS: 5 S: 5 T: 5 W: 3 I: 4 A: 3 LD: 10 Sv: 3+

Points cost: 100

Unit Type: Infantry

Number/unit: 1

Special Rules – Feel No Pain, Fearless, Independent Character

Wargear: Staff of Light

Options:

A Silver Lord may select up to 100pts of upgrades from the list below

May have a Chronometron for +35pts

May have Fused Plating for +15pts

May have a Veil of Darkness for +50pts

May replace Staff of Light with Warscythe for +10pts

May have Defense Scarabs for +15pts

May have Energized Claws for +5pts

May have a Resurrection Orb for +30pts

May have a Lightning Field for +10pts

May have a Solar Pulse for +20pts

May have a Phylactery for +15pts

May have a Phase Shifter for +10pts

May also select one of the following:

Become a Destroyer Lord for +50pts – the Lord gains a Destroyer body, and Destroyers may now be taken as troops choices as well as Fast Attack.

Become a Wraith Lord for +50pts – The Lord gains a Wraith body, and Wraiths may be taken as troops choices as well as Fast Attack.

Become an Immortal Lord for +50pts – The Lord benefits from +1 Toughness and gains the Eternal Warrior special rule. Additionally, Immortals may be taken as troops choices as well as Elites.

Become a Flayer Lord for +50pts – The Lord gains the Grotesque and Attack from below! special rules as detailed in the Flayed Ones entry. Flayed Ones may be taken as troops choices as well as Elites, and the Lord replaces his Staff of Light with two Flayer Claws, and may not take a Warscythe.

## Bronze

Statline: WS: 5 BS: 5 S: 4 T: 5 W: 2 I: 3 A: 3 LD: 10 Sv: 3+

Points cost: 75

Unit Type: Infantry

Number/unit: 1

Special Rules – Feel No Pain, Fearless, Independent Character

Wargear: Staff of Light

Options:

A Bronze Lord may select up to 50pts of upgrades from the list below

May have a Chronometron for +35pts

May replace Staff of Light with Warscythe for +10pts

May have Defense Scarabs for +15pts

May have Energized Claws for +5pts

May have a Resurrection Orb for +30pts

May have a Lightning Field for +10pts

May also select the following:

Become a Destroyer Lord for +50pts – the Lord gains a Destroyer body, and Destroyers may now be taken as troops choices as well as Fast Attack.

Become a Wraith Lord for +50pts – The Lord gains a Wraith body, and Wraiths may be taken as troops choices as well as Fast Attack.

Become an Immortal Lord for +50pts – The Lord benefits from +1 Toughness and gains the Eternal Warrior special rule. Additionally, Immortals may be taken as troops choices as well as Elites.

Become a Flayer Lord for +50pts – The Lord gains the Grotesque and Attack from below! special rules as detailed in the Flayed Ones entry. Flayed Ones may be taken as troops choices as well as Elites, and the Lord replaces his Staff of Light with two Flayer Claws, and may not take a Warscythe.

## Elites

### Flayed Ones

Statline: WS: 4 BS: 0 S: 4 T: 5 W: 1 I: 4 A: 2 LD: 10 Sv: 4+

Points cost: 150

Unit Type: Infantry

Number/unit: 5

Special Rules – Necron

**Attack From Below:** Flayed Ones may enter the game via the Deep Strike rules. They may launch an assault if in range on the turn they deep strike, however they may not move or run in that turn.

**Grotesque:** Flayed Ones drape themselves in the bloody flesh of their victims. All enemy units with a model within 12" that can draw Line of Sight to the Flayed Ones suffer a -2 modifier to their Leadership characteristic.

**Wargear:**

Energized Claws

**Options:**

May include up to 5 additional Flayed Ones at 25pts per model.

The entire unit may replace their Energized claws with one of the following:

Powered Claws at +5pts per model.

Flayer Claws at +10pts per model.

### Immortals

Statline: WS: 4 BS: 4 S: 4 T: 5 W: 1 I: 2 A: 2 LD: 10 Sv: 3+

Points cost: 125

Unit Type: Infantry

Number/unit: 5

Special Rules – Necron, Slow and Purposeful

**Wargear:** Gauss Blaster

**Options:**

May include up to 5 additional Immortals at 25pts per model.

The unit may take a Lightning Field for 15pts.

The entire unit may be upgraded to have Energized Claws for 5pts per model.

## Pariahs (0-1)

Statline: WS: 3 BS: 3 S: 5 T: 5 W: 1 I: 3 A: 2 LD: 10 Sv: 2+

Points cost: 105

Unit Type: Infantry

Number/unit: 3

Special Rules –

Pariah Gene: Any Psyker attempting to use a psychic power within 24" of a Pariah will take their Psychic test on 3D6 and discarding the lowest roll. Additionally, all models within 12" of the Pariahs are at a -1 Leadership modifier.

Wargear: Warscythe, Fused Plating

Options:

May include up to 7 additional Pariahs at 35pts per model

## Troops

### Necron Warriors

Statline: WS: 4 BS: 4 S: 4 T: 5 W: 1 I: 2 A: 1 LD: 10 Sv: 4+

Points cost: 90

Unit Type: Infantry

Number/unit: 5

Special Rules – Necron, Slow and Purposeful

Wargear: Gauss Flayer

Options:

May include up to 15 additional Necron Warriors at 18pts per model

The unit may have a Lightning Field for 20pts

The entire unit may be upgraded to have Energized Claws at 5pts per model

YOU MAY INCLUDE ONE UNIT OF TOMB SPIDERS FOR EVERY UNIT OF NECRON WARRIORS YOU HAVE. THEY DO NOT TAKE UP ANY SPACE ON THE FORCE ORGANISATION CHART, BUT ARE OTHERWISE TREATED AS TROOPS CHOICES.

## **Tomb Spyder**

Statline: WS: 3 BS: 3 S: 6 T: 6 W: 3 I: 2 A: 3 LD: 10 Sv: 3+

Points cost: 100

Unit Type: Monstrous Creature

Number/unit: 1 Tomb Spyder

Special Rules – Fearless

Field Repairs: The Tomb Spyder is treated as though it were equipped with a Resurrection Orb.

Wargear: Two close combat weapons

Options:

Replace any of its close combat weapons with a Gauss Destructor for free. However, for each close combat weapon replaced with a Gauss Cannon, the Tomb Spyder loses an attack from its profile.

The unit may include up to two additional Tomb Spydery at +100pts per model.

The unit may include up to two Scarab bases for every Tomb Spyder in the unit at 15pts per model.

## **Scarab Swarms**

Statline: WS: 2 BS: 0 S: 3 T: 3 W: 3 I: 2 A: 3 LD: 10 Sv: 5+

Points cost: 30

Unit Type: Infantry

Number/unit: 3

Special Rules – Swarms, Fearless,

Mindless: Scarabs have a very limited understanding of tactics and hence are not scoring units.

Levitation units: Scarab swarms move as Jump Infantry.

Disruption Fields: When rolling for armour penetration in close combat against models with an armour value, any roll of a 6 automatically causes a Stunned result on the damage chart.

Wargear: --

Options:

May include up to 17 additional models at 10pts per model.

## Fast Attack

### Destroyers

Statline: WS: 4 BS: 4 S: 4 T: 5 W: 1 I: 2 A: 1 LD: 10 Sv: 3+

Points cost: 150

Unit Type: Jetbike

Number/unit: 3

Special Rules – Necron

Heavy Destroyers: A Heavy Destroyer replaces its Gauss Cannon with a Heavy Gauss Cannon. If the entire unit consists of Heavy Destroyers, it may be taken as a Heavy Support choice.

Wargear: Gauss Cannon, Destroyer body

Options:

May include up to 7 additional Destroyers at 50pts a model

The entire unit may be upgraded with Energized Claws for 5pts a model

Any model may be upgraded to a Heavy Destroyer for free

### Wraiths

Statline: WS: 5 BS: 0 S: 6 T: 4 W: 1 I: 5 A: 4 LD: 10 Sv: 5+

Points cost: 45

Unit Type: Infantry

Number/unit: 1

Special Rules – Necron, Hit and Run

Wargear: Powered Claws, Wraith Body

Options:

May include up to 4 additional Wraiths at 45pts a model

The unit may be upgraded with a Lightning Field for 10pts

## Heavy Support

### Monolith

Statline: BS: 4 Front Armour: 14 Side Armour: 14 Rear Armour: 14

Points cost: 300

Unit Type: Tank, Skimmer

Number/unit: 1

Special Rules – Deep Strike,

**Crewless:** The Monolith has no crew. It is unaffected by crew stunned and crew shaken results on the vehicle damage chart.

**Living Metal:** The Monolith has a 4+ Invulnerable save against all glancing and penetrating hits – taken before rolls on the damage table.

**Teleport:** This rule gives three abilities that the controlling player may use once per turn, however no more than one of them can be used in a turn.

1) A single Necron infantry unit coming on from reserve may enter play from the Monoliths' portal, provided it was on the table at the start of the turn as if they had just disembarked.

2) At the beginning of your turn, you can pick one of your infantry units on the board and remove them from the table, then replace them as if they had just disembarked from the Monolith – treating the portal as an access point.

3) The Monolith may teleport itself – remove the model from the table and replace it anywhere at least 18 inches away from its previous position, but no more than 36 inches away. It may not do anything else for the rest of the turn if it teleports itself! This rule may not be used if the Monoliths' Power Matrix has been disabled – see below for details.

**Ponderous:** The Monolith is slow and lumbering, and can only move up to 6" per turn. If it does move, it may still fire all of its weapons (unless it is teleporting itself – see above). If the Monolith suffers an immobilized result on the vehicle damage chart, then it will not crash and be destroyed, but sink to the ground and continue to fight from there.

**Auto Targeting:** When the Monolith's Gauss Destructor's fire, they each fire at the closest enemy unit that they can. This could result in the Monolith firing at separate units. The Monolith Power Matrix may fire at a separate target to the Gauss Destructor's, but it doesn't have to be the closest.

### Wargear

4 Gauss Destructor's,

**Monolith Power Matrix:** The Monolith Power Matrix is a massive protruding crystal on the top of a Monolith that pulses with sickly green energy. It may be fired in the shooting phase with the following profile:

Monolith Power Matrix – Range: 48" Strength: 10 AP: 1 Ordnance 1, Large Blast, Gauss Weapon

It may not be destroyed by a Weapon Destroyed result on the damage table. It may only be destroyed if the Monolith suffers a Destroyed – Wrecked or Destroyed - Explodes! result. If the Monolith suffers a Destroyed – Explodes! result, then the cataclysmic energies of the Power Matrix are released. All models, within 6+D6 inches suffer a Strength 8 AP 1 hit. This overrides the normal rules for vehicles exploding, and the Monolith will never explode in any other way than described above. Vehicles are hit on their side armour.

## SPECIAL CHARACTERS

WIP - NOT YET FOR USE IN-GAME

**Herald of the C'tan** (takes up 1 HQ slot, may not take a Platinum Lord as well as the Herald)

Statline: WS: 8 BS: 7 S: 6 T: 6 W: 4 I: 5 A: 5 LD: 10 Sv: 2+

Points cost: 325

Unit Type: Infantry

Number/unit: 1 (unique)

Special Rules – Necron, Independent Character, Fearless, Eternal Warrior, Ancient Enemy,

Necron Elite: The Herald of the C'tan is often accompanied to battle by the most elite Necron forces.

Immortals and Flayed Ones units may count as troops or elites choices (as the owning player decides) in an army including the Herald of the C'tan, and the 0-1 limit on Pariahs is removed.

Essence of the C'tan: The Herald of the C'tan has been imbued with a fraction of the power of some of the C'tan – created to be their strongest warrior. From one, he received extreme power, another great cunning, and from the last the power to control machines. To represent this, the Herald of the C'tan has the following:

Extreme power – on a turn in which he charges into an assault, the Herald of the C'tan has +2 strength.

Great cunning – Before deployment, roll a D6. A number of units equal to the result on the D6 gain the Infiltrate Universal Special rule. Which units is up to the controlling player.

Mastery over Machines – At the beginning of the controlling players' turn (before rolling for reserves The Herald of the C'tan may pick an enemy vehicle within 12" and take a Leadership test. If the test is passed, the controlling player may control that vehicle for the rest of the turn (he may still shoot and assault it!). However, should the Herald of the C'tan fail the Leadership test he automatically loses D3 swounds (he may not take saves of any kind or use Feel No Pain to recover the wounds!).

Wargear: Resurrection Orb, Phase Shifter, Phylactery, Fused Plating, Veil of Darkness

Staff of the Tomb King: The most powerful handheld Necron weapon, this ancient staff has similarities to both the Warscythe and Staff of Light – but it is infinitely more powerful. This weapon ignores armour and invulnerable saves, rolls 2D6 for armour penetration and adds +2 to the Herald of the C'tan's strength. Additionally, it may be fired as a Gauss Destructor.

FINISHED - READY FOR USE IN-GAME

## The Spyder of Damnos

Statline: WS: 5 BS: 4 S: 7 T: 6 W: 4 I: 4 A: 4 LD: 10 Sv: 2+

Points cost: 175

Unit Type: Monstrous Creature

Number/unit: 1 (unique)

Special Rules – Fearless, Field Repairs, Furious Charge, Hit and Run

Wargear: Two close combat weapons, The Spyder's web: This weapon can be fired in the shooting phase with the following profile:

Range: 12" Strength – AP – Assault 1, Large blast, Pinning. This weapon does not roll to wound, and any models under the template must take a Strength test – if any of these models fail their test then the whole unit is treated as though it had just failed a pinning test. This weapon can still be used to pin Fearless units, as they are not actually taking a pinning test.