

NECRON FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Necron Lord	CH	n/a	n/a	n/a	n/a	Staff of Light	(15cm)	Small Arms, EA(+1)	<i>Leader, Invulnerable Save</i>
						or	(bc)	Assault Weapons, EA(+1), MW	
Destroyers	INF	25cm	4+	6+	3+	2x Gauss Cannon	30cm	AP4+/AT6+	<i>Mounted, Necron, Skimmers</i>
Flayed Ones	INF	15cm	4+	3+	-	-			<i>Infiltrators, Necron, Scouts, Teleport</i>
Heavy Destroyers	INF	25cm	4+	6+	4+	Heavy Gauss Cannon	30cm	AT3+	<i>Mounted, Necron, Skimmers</i>
Immortals	INF	15cm	4+	4+	3+	Gauss Blasters	15cm	AP4+/AT6+	<i>Necron</i>
Necron Warriors	INF	15cm	4+	5+	4+	Gauss Flayers	15cm	AP5+/AT6+	<i>Necron</i>
Pariahs	INF	15cm	4+	3+	3+	War Scythes	15cm	AP4+/AT6+	<i>Inspiring</i>
						and	(bc)	Assault Weapons, EA(+1), MW	
Wraiths	INF	30cm	4+	4+	-	Claws	(bc)	Assault Weapons, EA(+1)	<i>First Strike, Invulnerable Save, Jump Packs, Necron</i>
Monolith	AV	15cm	4+	6+	4+	Particle Whip	30cm	AP4+/AT4+	<i>Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour</i>
						Gauss Flux Arc	(15cm)	Small Arms, EA(+2)	
Obelisk	AV	30cm	5+	6+	5+	Particle Flail	45cm	AP4+/AT4+	<i>Fearless, Reinforced Armour, Skimmer, Teleport, Thick Rear Armour</i>
Tomb Spyder	AV	15cm	4+	5+	5+	Scarab Swarm	30cm	AP5+/AT5+, IC	<i>Fearless, Leader, Skimmer, Walker</i>
						and	(15cm)	Small Arms, EA(+1), IC	
						or	(bc)	Assault Weapons, EA(+1), IC	
Abattoir	WE	20cm	4+	2+	4+	3x Scarab Swarm	30cm	AP5+/AT5+, IC	<i>DC8, Fearless, Infiltrator, Living Metal, Portal, Skimmer, Thick Rear</i>
						and	(15cm)	Small Arms, EA(+1), IC	
						or	(bc)	Assault Weapons, EA(+1), IC	
						Harvesters	(bc)	Assault Weapons, EA(+2), TK(D3)	
Aeonic Orb	WE	20cm	4+	-	3+	Solar Flare	90cm	MW3+, TK(D6)	<i>DC6, Fearless, Living Metal, Skimmer, Thick Rear Armour. Critical Hit Effect: Center the barrage template that is 12cm across on the unit and resolve the effect as if it were a 3BP macro-weapon barrage.</i>
							or	90cm	
The Deceiver	WE	15cm	4+	4+	4+	Despair	45cm	4BP, D	<i>DC3, Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 4+.</i>
						Claws	(bc)	Assault Weapons, EA(+2), TK	
The Nightbringer	WE	15cm	4+	3+	5+	Lightning Arc	30cm	MW4+	<i>DC3, Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 4+.</i>
						Gaze of Death	(bc)	EA(+2), MW	
						Scythe	(bc)	EA(+2), TK(D3)	
Pylon	WE	Immobile	4+	-	4+	Particle Accelerator	120cm	MW4+, TK(D3)	<i>DC2, Fearless, Leader, Living Metal, Teleport, Thick Rear Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 4+.</i>
						and	90cm	AA4+, TK	
						Gauss Flux Arc	(15cm)	Small Arms, EA(+2)	
Warbarque	WE	20cm	4+	6+	4+	2x Particle Cannon	60cm	AP5+/AT3+	<i>DC3, Commander, Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour. Critical Hit Effect: The unit loses the Portal ability. Subsequent critical hits destroy the unit.</i>
						2x War Cannon	30cm	AT4+	
						2x Gauss Cannon	30cm	AP4+/AT6+	
						Gauss Flux Arc	(15cm)	Small Arms, EA(+2)	
Scythe Class Harvester	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	4BP, MW	
						2x Pin-Point Attack	n/a	MW2+, TK(D3)	

SPECIAL RULE

5.15.1 Necron Technology

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

Units with the Necron ability that have been destroyed can regenerate. Formations can return one previously destroyed Necron unit in the end phase of each turn either on or off the board. In addition, if a formation regroups on board it can use the dice rolls to either return units with the Necron ability to play or to remove blast markers or both (e.g., if you rolled a '2' you could return 2 units to play, remove 2 blast markers, or return 1 unit and remove 1 blast marker). Formations off board are restricted to using their regroup function to remove blast markers only.

Portals: Necron Portals are the primary means by which the Necron forces are transported across the galaxy. Any formation that is in the reserves, either because it has not entered play or has left the board for any reason, may enter play via a portal as part of any activation that allows movement. Measure their movement using the portal as the starting point. Additionally, formations may leave the board by entering a portal, taking them into the reserves. Note that once in the reserves they can either re-enter play immediately via another portal, provided they have movement, or remain in the reserves. *Formations traveling through a portal on a broken formation receive one blast marker.*

Necron Portals can only be used by Armoured Vehicles with the walker ability, Infantry, or Light Vehicles. Each portal can be used only once per turn for either entering or exiting the battlefield, not for both. Thus a Formation may enter one portal with part of their movement, and exit from a second, unused portal, continuing their movement from that portal.

If, at the end of the movement, a unit is out of formation it is destroyed (see core rule 1.7.4). Example: if you moved a formation of four units through one portal and out another and two units were unable to make the full movement (i.e. get through the second portal), the Necron player would have to choose which units were to be destroyed, the two that moved through the portal or the two that didn't.

Living Metal: Units with this ability gain an invulnerable save of 4+. Against titan killer weapons the 4+save can be taken against each point of damage.

1 5.15.1 Necron Technology

Q: What happens if I have a Phalanx off board that fails its activation roll?

A: The formation is left with limited options through the hold action. Since shooting is not possible off board and regrouping is not allowed off-board, the Phalanx would only be able to move through an available portal or choose not to activate.

Q: Does this mean that my units with the Necron ability can't regenerate off board?

A: Yes and No. As per the Necron ability rules, formations with Necron units may regenerate one unit at the end of the turn regardless of their location. However, formations off board are restricted from using their regrouping to regenerate additional Necron units.

Q: If my Phalanx formation fails to activate, can I choose to regroup off-board as opposed to just moving onto the board?

A: No. A formation in reserves may only take actions which involve moving onto the board. If it is prevented from moving onto the board the formation loses its action. A formation that is unable to move onto the board may take no actions at all. Formations in reserve resolve effects that do not involve activation, such as end-of-turn rallies or critical hit resolutions, as normal. Example: A Necron formation tries to Engage through a portal but fails to activate. The enemy formation's Zone of Control covers the gate, preventing the formation from entering the board. The Necron formation would take a blast marker for the failed activation. Since it may not enter the board using the Hold/Move option, it loses the action. The formation may attempt to rally in the end phase.

Q: Can a Necron formation marshal on the board, move off the board, and then regenerate units?

A: No, since the formation was regenerating units off the board this would be restricted under the Necron rule, even though it began its move on the board.

Q: Can a Necron formation perform a marshal action off the board, move onto the board, and then regenerate units?

A: Yes, since the regeneration of the units would take place on the board this would be allowed, even though the move began off board.

Q: Does a leader function allow additional units to regenerate under the Necron rule?

A: Yes, a unit with a leader ability could add an additional unit with the Necron ability to regenerate back into its original formation, or remove an additional Blast marker as per the core rules. Just as with regular leader units, this function is cumulative.

Q: Can a Monolith that is part of a broken formation still use its portal?

A: Yes, as long as it has not been used already during the current turn. The same rule applies to Abattoirs and Warbarques and their respective portals.

SPECIAL RULE

5.15.2 Implacable Advance

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

Necron formations receive a +1 bonus to Marshal Actions. Due to their steady, deliberate, nature Necron formations cannot take a March action.

SPECIAL RULE

5.15.3 Phase Out

When a Necron formation becomes broken, it does not just fall back, but also vanishes from the battlefield without leaving any proof of its existence.

In the end phase of the turn, remove the formation from the board into the reserves, but keep it away from any destroyed units. The formation will roll to rally in the end phase, handling blast markers as per the core rules (see 1.14). It may re-enter by teleporting, or through a portal. If there are not enough portals to deal with all the off-table formations, then the formation must remain off the table until a portal is available for it to use. If the rally roll fails, the formation must remain in the reserves until it rallies. Note that with the exception of the C'tan, no Necron War Engines may phase out.

²
Q: Can a Necron portal be blocked?

A: As with Eldar portals, there are differing viewpoints on how to handle blocked portals. The current NetERC ruling is that if a portal is covered by an enemy's Zone-of-Control, the formation exiting the portal would be forced to assault that enemy, moving into base-to-base contact, and then resolving the attack. Tacticalwargames.net has an active Epic community where rules questions are posed and discussed. It is our recommendation that you cover this subject with your opponent during the warm-up phase of your game.

5.15.3 Phase Out

Q: My Pylon teleports onto the board like a Monolith; can it phase out like a Monolith as well?

A: No, it may not. As per 5.15.3, the Pylon is a war engine and, as such, is not allowed to phase out.

SCARAB CONFLICT NECRON ARMY LIST³

The Necron are an ancient race whose origins are a mystery to the scholars of the Imperium. What precious little information has been learned from interrogations of Eldar who themselves only have stories that have become little more than legends. Known to the Eldar as the Yngir, the Necron are the remnants of an ancient race called the Necrontyr.

Forces

The Scarab Conflict Necron Army List uses the Necron datasheets from section 5.15.

Using the Army List

Scarab Conflict Necron formations come in three types, the first two are phalanxes and support formations. Each phalanx you include in the army allows you to field any three support formations. Although you can only take a support formation if you first take a phalanx, they are treated as separate independent formations during a battle and do not have to move around together.

The third type of formation are Harvestors. A maximum of up to a third of the points available to the army may be spent on these formations, the C'tan and Pylons.

Finally, Necron Individuals includes special formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the 'Notes' column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: A Necron formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules

The *Implacable Advance* and *Phase Out* rules apply to all Necron formations (5.15.2 and 5.15.3 respectively).

SPECIAL RULE**6.15.1 Scarab Conflict Necron Army Epic Tournament Special Rules*****Necron Reserves***

*Any Necron formation may be held back "in reserve" (with the exception of the *Æonic Orb* and *Abattoir*) if you are playing the *Epic Tournament* scenario. Note that formations that do not have the *Teleport* ability will only be able to enter play through *Portals*. Any Necron formation in the reserves for any reason (either because it has not yet entered play or it is broken) is considered destroyed for the purpose of tiebreak, or the *Break Their Spirit* victory condition.*

Garrisons

*The Necron typically act in an offensive manner and as such, their formations may not garrison in the *Epic Tournament* scenario unless fielding a *Tomb Complex Necron Individual*. To represent that a *Tomb* may contain active Necron, the player may choose to garrison up to two *Phalanx* formations at the *Tomb Complex*.*

³ **6.15 Scarab Conflict Necron Army List**

Q: How big can my Tomb Complex be?

A: The maximum size of an objective is not clearly defined in the game of Epic. Players may be tempted to model larger terrain-like pieces for the Tomb Complex. One suggestion is that, if your objective is larger than a typical objective sold by GW, you and your opponent should agree to take measurements from the center point of the objectives rather than the edge. As long as this is discussed during the warm-up it should provide neither player with an unfair advantage. You should also remind your opponent that, despite the objective being large or detailed, it does not block movement or line of sight in a tournament scenario as per the core rules.

SCARAB CONFLICT NECRON ARMY LIST

Scarab Conflict Necron armies have a strategy rating of 2. All formations have an initiative rating of 1+. The *Implacable Advance* and *Phase Out* rules apply to all Necron formations (5.15.2 and 5.15.3 respectively).

NECRON INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0-1 C'tan	The C'tan counts as its own formation of either the Deceiver or the Nightbringer. It is the only war engine that is affected by the <i>Phase Out</i> rule (5.15.3). Up to a third of the points available may be spent on the C'tan, Harvester formations and Pylons.	275 points
0-1 Tomb Complex	The first objective the Necron player places on their own table edge functions both as a <i>Portal</i> and as an objective for the rules purposes. It may not be destroyed. Formations using the <i>Portal</i> should measure from the edge of the board as the formation's starting point.	+75 points

NECRON PHALANXES

FORMATION	UNITS	EXTRAS	COST
Infantry Phalanx	Six Necron Warriors and one Necron Lord character	Add up to three Immortals for +40 points each Add up to three Tomb Spydery for +50 points each Add up to three Wraiths for +50 points each Add up to one unit of Pariahs for +60 points	225 points

NECRON SUPPORT FORMATIONS

(Each phalanx you include in the army allows you to field any three support formations.)

FORMATION	UNITS	EXTRAS	COST
Armoured Phalanx	Six Obelisks	None	300 points
Eques Maniple	Any six of the following units: Destroyers, Heavy Destroyers	Add up to one Necron Lord character to any unit in the formation for +25 points Add up to three Wraiths for +50 points each	300 points
Monolith Maniple	One Monolith and two Obelisks	Add up to one Obelisk for +50 points Add up to one Monolith for +75 points	175 points
Monolith Phalanx	Three Monoliths	Add up to three Obelisks for +50 points each	250 points
Venator Maniple	Six Flayed Ones	Add up to one Necron Lord character to any unit in the formation for +25 points Add up to three Tomb Spydery for +50 points each Add up to three Wraiths for +50 points each Add up to one unit of Pariahs for +60 points	200 points

NECRON HARVESTERS

(Up to a third of the points available may be spent on these formations and the C'tan ~~and Pylons.~~)

FORMATION	UNITS	EXTRAS	COST
0-1 Abattoir	One Abattoir	None	600 points
0-1 Aeon Orb	One Aeon Orb	None	600 points
0-1 Spacecraft	One Scythe Class Harvester	None	350 points
<u>Pylon</u>	<u>One Pylon</u>	<u>None</u>	175 points
0-2 Warbarque	One Warbarque	If a C'tan is not fielded then one Warbarque in the army may be given the <i>Supreme Commander</i> ability for +50 points	275 points