

APPENDIX C NECRON DESIGN NOTES

Version 5.0

Strategy Rating: The variable Strategy Rating was removed (4.0.4) and the SR was fixed at SR 2. The reason for the change was to stabilize the list and not force people to take a Supreme Commander in order to have an effective strategy. The offensive nature of the Necron is still maintained in the 1+ initiative.

Necron Rule: We replaced the existing Necron rule for regenerating units with the equivalent of the Void Shield rule from Epic Armageddon. This was a radical departure from the previous rule but it was done for two very good reasons. One was to simplify the rule which –as it was written- was wordy and still did not accomplish what it was intended to do. The second reason was to not reward the Necrons for taking on blast markers. Blast markers are inherently a negative thing and in order to maintain balance in a list they should be treated as such.

4.0.3 Phase-Out Rule: This rule was modified to discontinue the removal of all blast markers after rallying off-board. The intent behind removing all BMs was to prevent players from using the Marshall action to return to the board with a fully re-formed formation. Unfortunately the rule-as-written failed to accomplish that and with that rule modified (see above) it made no sense to retain the benefit of clearing off all BMs.

Necron Portals Rule: This was cleaned up as well. Prior to this change, formations within 15cm of a portal could literally pick up and end up off board without moving at all. Of course the original intent was never to do this but the previous rule was poorly worded. That has since been eliminated. If they want to get off the board, they'll have to hoof it to the portal now, using up some or all of their movement to do it.

Armored Phalanx: This was removed from Core formations and returned to a support formation. The basic Necron Warrior Phalanx is the only core formation now. Making the Armored Phalanx a core formation was a last minute untested change that was later considered to be potentially abusive.

C'tan criticals: Changed to MW4+ in a 5cm radius instead of the massive 3D6 radius. Gone are the days of the C'tan bomb where half an army could be enveloped in an attack (that goes for the Necrons and their opponents).

Deceiver: The weapon load-out was changed in the stats from BP6 to BP4. A small tweak to bring the two C'tan into better alignment.

Monolith Formations: With the exception of War Engines, Epic has never had formations of one unit only (or even two for that matter). Concerns have been around for years about the 'popcorn' army where single monoliths could up the activation count for the Necron player so high as to be unbalancing. By creating the Monolith formations of three or more units, the popcorn effect is removed. Most players never really played this way to begin with so the only ones it will effect will be the power-gamers.

Pylon unit: The Particle Accelerator anti-aircraft stats were changed to 90cm, AA4+, Titan Killer (1) while the ground attack remained unchanged. This moderate change in the power of the attack only affects attacks against large War Engine flyers such as Thunderhawks and Vampires. The range was reduced to help balance the unit – removing this excessive range means the

Necron player can no longer indiscriminately place the Pylons and expect to swat planes from the sky.

Abattoir: At first glance you may not notice that the damage capacity was upped from 6 to 8, or that the extra TK attacks were reduced from 3 to 2. For years the Abattoir was criticized as not having enough staying power and certainly not equating with the Æonic Orb. The Abattoir is supposed to be massive and imposing and attacking people (infantry) primarily. With these changes it increases the survivability of the unit and increases the number of attacks in assaults. All the while the loss of a TK (D3) extra attack mitigates its ferocity to where the unit is now more powerful, but not overly so.

Wraiths: Before *Raiders*, the Wraiths were used as an upgrade, not their own formation. These have been changed back to their original usage and point values. Once again, this is a correction to an untested change that was placed in the list. A small change in their attack was also made to go from CC3+ to CC4+, but in exchange they were given an extra attack.

Version 4.41

The current list in *Raiders* is this version. I added a new formation, Force Recon, to give possible cheap point filler or an expensive, fairly nasty assault unit. Wraiths in this formation are a bit more expensive than support Wraiths. They make up for it with speed. Jump Pack ability was added to simulate their ability to phase through solid objects. Gauss Flux was changed to a fixed +2 Extra Attacks and Monolith costs were adjusted to increase the price of a single unit but discount multiple Monoliths. Moved the Obelisk Recon out of the support bracket and renamed it Armored Phalanx.

Version 4.3

Strategy Rating made variable depending on the presence of a Supreme Commander. Phased out units now must have to roll to rally, instead of automatically rallying to induce further penalties for being broken. Reduced Heavy Destroyer attacks to 1 x AT3+.

Version 4.2

Gauss Flux Arc capped at +6 attacks. Actually changed the stats of the Obelisk to be what I had always THOUGHT they were. Nightbringer First Strike removed. Abattoir speed was finally changed to the 20cm it was supposed to be and CC stat changed to 2+

Version 4.1

Gave Ignore Cover to all Scarabs, since really, the only way they CAN attack is to jump on you. Cover really doesn't help you much when the enemy is literally crawling all over you. Heavy Destroyer FF value changed to 4+. It was the same as the regular Destroyers because I used Copy/Paste and forgot to change it...Oops. Changed the Obelisk weapon to demonstrate that this unit is really meant to be a useful, independent formation, not just Monolith Bodyguards. Extended the Æonic Orb range of the barrage to 90 cm. We'll see if this lasts. Nightbringer Gaze of Death given MW ability, and First Strike.

Necron Concepts

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