

NECRONS FORCES									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPON	RANGE	FIREPOWER	NOTES
Necron Overlord	CH	n/a	n/a	n/a	n/a	Gauntlet of Fire War Scythe	(15cm) (bc)	Small Arms, EA +1, MW Assault Weapons, EA +1, MW	<i>Supreme Commander, Invulnerable save</i>
Necron Lord	CH	n/a	n/a	n/a	n/a	Staff o Light OR	(15cm) (bc)	Small Arms, EA +1 Assault Weapons, EA +1, MW	<i>Leaader, Invulnerable save</i>
Heavy Destroyers	INF	25cm	4+	6+	4+	Heavy Gauss Cannon	30cm	AT3+	<i>Mounted, Necron, Skimmer</i>
Destroyers	INF	25cm	4+	6+	3+	2x Gauss Cannons	30cm	AP4+ /AT6+	<i>Mounted, Necron, Skimmer</i>
Immortals	INF	15cm	4+	5+	3+	Gauss Blasters	15cm	AP4+ /AT6+	<i>Necron</i>
Played Ones	INF	15cm	5+	3+	-	Claws	(bc)	Assault Weapons	<i>Infiltrators, Necron, Scouts, teleport</i>
Warriors	INF	15cm	5+	5+	4+	Gauss Flayers	15cm	AP5+ /AT6+	<i>Necron</i>
Tomb Blades	INF	35cm	4+	6+	5+	Tw-linked Tessla Carbines	(15cm)	Small arms, EA +1	<i>Mounted, Skimmer</i>
Lychguard	INF	15cm	3+	4+	6+	Hyperphase Swords Dispersion Shields	(bc) (15cm)	Assault Weapons, EA +1 Small arms	<i>Necron</i>
Wraiths	INF	30cm	4+	4+	-	Claws	(bc)	Assault Weapons, EA +1	<i>Fearless, First Strike, Invulnerable Save, Jump packs</i>
ARMOURD VEHICLES									
Doomsday Ark	AV	25cm	5+	6+	5+	Doomsday Cannon Gauss Flayers Array	75cm 15cm	AP3+ /AT3+ 2x AP5+ /AT6+	<i>Reinforced Armour, Skimmer</i>
Ghost Ark	AV	25cm	5+	6+	5+	Gauss Flayers Array	15cm	2x AP5+ /AT6+	<i>Leader, Reinforced Armour, Skimmer, Transport (2 Warrior units)</i>
Monolith	AV	15cm	4+	6+	5+	Particle Whip Gauss Flux Arc	30cm (15cm)	AP4+ /AT4+ Small arms, EA +2	<i>Portal, Fearless, Living Metal, Skimmer, Teleport, Thick rear armour.</i>
Obelisk	AV	30cm	5+	6+	5+	Particle Flail	45cm	AP4+ /AT4+	<i>Fearless, Reinforced Armour, Teleport, Thick Rear Armour, Skimmer</i>
Tomb Spyder	AV	15cm	4+	5+	5+	Scarab Swarm AND OR	30cm (15cm) (bc)	AP5+ /AT5+, IC Small arms, EA +1, IC Assault Weapons, EA +1, IC	<i>Fearless, Leader, Skimmer, Walker</i>
Triarch Stalker	AV	20cm	5+	5+	5+	Claws Heat Ray AND	(bc) 30cm (15cm)	Assault Weapons, EA +1, MW MW 5+, IC Small arms, MW, IC	<i>Reinforced Armour, Infiltrator, Walker</i>
Sentry Pylons	AV	10cm	5+	-	5+	Gauss Exterminator	75cm	AT5+, AA5+	<i>Reinforced Armour, Fearless, Teleport, Thick Rear Armour.</i>
WAR ENGINES									
Abattoir	WE	20cm	4+	2+	4+	3x Scarab Swarm AND OR Harvesters	30cm (15cm) (bc) (bc)	AP5+ /AT5+, IC Small arms, EA +1, IC Assault Weapons, EA +1, IC Assault Weapons, EA +2, TK(D3)	<i>DC8, Fearless, Infiltrator, Living metal, Portal, Skimmer, Thick rear armour. Critical hit effect: A capacitor explosion causes an automatic hit to the Abattoir and also inflicts a hit to any unit within 5cm on a 5+, saves are allowed as normal.</i>
Seraptek Heavy Construct	WE	20cm	4+	4+	5+	2x Singularity Generators Transdimensional Projector Titanic Claws	30cm (15cm) (bc)	2x MW 4+ Small arms Assault Weapons, EA+2, MW	<i>DC4, Fearless, Living metal, Thick rear armour, Walker, Treats Impossible terrain as dangerous terrain. Critical hit effect: Loses both Singularity Generators. Subsequent critical hits destroy the unit.</i>
Tomb Sentinel	WE	20cm	4+	3+	5+	2x Gauss Cannon Exile Cannon Automation Claws	30cm (15cm) (bc)	AP4+ /AT6+ Small Arms, EA (+1), MW Assault weapons, EA (+1)	<i>DC2, Fearless, Infiltrator, Living metal, Thick rear armour, Walker. Critical Hit Effect: Destroyed</i>
Warbarque	WE	20cm	4+	6+	4+	2x Particle Cannon 2x War Cannon 2x Gauss Cannon Gauss Flux Ark	60cm 30cm 30cm (15cm)	AP4+ /AT3+ AT4+ AP4+ /AT6+ Small arms, EA(+2)	<i>DC3, Commander, Fearless, Living Metal, Ponderous, Portal, Skimmer, Teleport, Thick Rear Armour. Critical Hit Effect: The unit loses the Portal ability. Subsequent critical hits destroy the unit.</i>
Tomb Citadel	WE	Immobile	4+	4+	4+	4x Gauss Exterminators 3x Scarab Swarm AND OR	75cm 30cm (15cm) (bc)	AT5+, AA5+ AP5+ /AT5+, IC Small arms, EA +1, IC Assault Weapons, EA +1, IC	<i>DC5, Leader, Fearless, Living metal, Thick rear armour, Teleport. Critical hit effect: Crucible power overload lose all Gauss Exterminators. Subsequent critical hits destroy the unit.</i>

SPACECRAFT								
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)

Tomb World army list 0.2

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 may enter play via a portal as part of any activation that allows movement. Measure their movement using the portal as the starting point. Necron Portals can only be used by Armored Vehicles with the walker ability, Infantry, or Light Vehicles. Each portal can be used only once per turn.

Additionally formations may leave through an unused portal when moving and reenter through another unused portal on the board as part of the same movement, both portals count as having being used that turn. Necron Portals can only be used by Armored Vehicles with the walker ability, Infantry, or Light Vehicles. Portals may not be used to go back into reserves.

Formations moving through a portal of a broken formation gain a blast marker. If for any reason, at the end of the movement a unit is unable to enter the board or is found out of formation it is destroyed (see core rule 1.7.4)

Living Metal: Units made of living metal receive a second save. This save functions exactly like an invulnerable save except that it is a 4+ save rather than a 6+.

5.15.1 Necron Technology

Q: What happens if I have a Phalanx in reserves 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: If the unit of Night Scythes while landed has blast markers equal to the number of models in the unit are they considered broken?

A: Yes and No. The unit is considered broken for purposes of portal use but acts like a landed flyer in all other respects.

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

A: Yes, a unit with 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.

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.

Q: If a formation is using the portal of a broken formation to move to a different portal on the board that is also broken do I get only one BM?

A: No you get a BM for each portal used if that portal is on a formation that is broken. In this case the moving unit would get 2 BMs.

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.

TOURNAMENT PLAY

Necron Army Epic Tournament Special Rules

Necron Reserves

Any Necron formation may be held back “in reserve” (with the exception of the 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

Only Sentry Maniples and Tomb Sentinel Maniples may garrison. They may in addition garrison all objectives placed by the Tomb World player.

Tomb World Army List

Tomb World armies have a strategy rating of 2. All formations have an initiative rating of 1+. The *Implacable Advance* rule (5.15.2) applies to all Necron formations.

Necron Individuals <i>(Up to one of each type may be taken per army.)</i>		
Type	Notes	Cost
0-1 Tomb Complex Awakened	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.	25 pts
0-1 Tomb Citadel		300 pts
0-1 Overlord	A maximum of one Overlord may be taken per army.	

Tomb World Phalanxes <i>(Any number of phalanxes may be taken.)</i>			
Type	Units	Extras	Cost
Warrior Phalanx	Six Warrior units, one with a Lord character	Replace one Lord Character with an Overlord for + 75 pts, Add up to four warriors for +25 pts each, Add up to three Tomb Spyders for +50 pts each, Add up to three Wraith units for +50 pts each	200 pts
Ghost Ark Phalanx	Three Ghost Arks, Six Warrior units, one with a Lord character.	Replace one Lord Character with an Overlord for + 75 pts, Add up to three Doomsday Arks for +50 pts each, Add up to three Wraith units for +50 pts each, Add up to three Triarch Stalkers for +50 pts each	275 pts
Lychguard Phalanx	Six Lychguard units, one with a Lord character	Replace one Lord Character with an Overlord for + 75 pts, Add two Immortals for +75 pts,	275 pts

Tomb World Support Formations <i>(Each phalanx you include in the army allows you to field any two support formations.)</i>			
Type	Units	Extras	Cost
Blade Maniple	Six Tomb Blade units	-	200 pts
Eques Maniple	Any six of the following units: Destroyers, Heavy Destroyers	Add one Lord character for +25 pts.	300 pts
Tomb Sentinel Maniple	Two Tomb Sentinels	Add up to three Tomb Spyders for +50 pts each	300 pts
Monolith Maniple	Three Monolith	Add up to 3 Obelisk for +50 pts each. Add up to 2 Monoliths for +75 pts each.	250 pts
Venator Maniple	Six Flayed Ones Units	Add up to three Wraiths for +50pts each.	200 pts
Stalker Maniple	Four Triarch Stalkers	-	200 pts
Sentry Maniple	Four Sentry Pylons.	Add up to three Tomb Spyders for +50 pts each	250 pts
Immortal Maniple	Six Immortal units, one with a Lord character	Add two immortals for +75 pts, Add up to three Tomb Spyders for +50 pts each, Add up to three Wraith units for +50 pts each,	275 pts

Tomb World Harvesters and Aircraft

(Up to a third of the points available may be spent on these formations.)

Type	Units	Extras	Cost
Abattoir	One Abattoir	-	700 pts
Seraptek Heavy Construct	One Seraptek Heavy Construct	-	350 pts
Space Craft	One Scythe Class Harvester	-	300 pts
Warbarques	One Warbarque	Add an Overlord character for +75pts.	300 pts