

NIHILAKH DYNASTY NECRON ARMY LIST V.0.4

Necron armies have a strategy rating of 2. All Necron formations have an initiative rating of 1+. Up to 1/3 of the total points may be spend on War Engines and Aircraft.

NECRON PORTALS		
0-2 Tomb Complex	1 Tomb Complex	75

NECRON PRIMARY PHALANXES		
(Each Primary Phalanx allows you to take up to 2 Secondary or Tertiary Phalanxes or a combination of both)		
FORMATION	UNITS	COST
Warrior Legion	8 Warrior units and 1 Lord <u>or</u> 1 Cryptek	250
Ark Warrior Legion	6 Warrior units, 3 Ghost Arks and 1 Lord <u>or</u> 1 Cryptek	325
Immortal Legion	6 Immortal units and 1 Lord <u>or</u> 1 Cryptek	325
Endless Watchers	3 Tomb Spyders, 4 Scarb Swarms	225

NECRON SECONDARY PHALANXES		
FORMATION	UNITS	COST
Doomsday Maniple	4 Doomsday Ark units	275
Monolith Maniple	2 Monolith units	225

NECRON TERTIARY PHALANXES		
FORMATION	UNITS	COST
Deathmarks	4 Deathmark units	200
Praetorians	5 Triarch Praetorian units and 1 Lord <u>or</u> 1 Cryptek	300
Flayed ones	5 Flayed one units	225
Canoptek Wraiths	4 Canoptek Wraith units	200
Tomb Blades	5 Tomb Blade units	325
Tomb Stalkers	4 Tomb Stalker units	300
Arkitec's	2 to 4 Arkitec's	125 each

NECRON WAR ENGINES AND AIRCRAFT		
FORMATION	UNITS	COST
Doom Scythe	2 Doom Scythe aircraft	225
Storm Barge	1 to 3 Storm Barges	225 each
Tomb Sphynx	1 Tomb Sphynx	450
Pylon	1 Pylon unit	200

NECRON UPGRADERS		
(Necron Primary and Secondary Phalanx's may each choose two different upgrades)		
UPGRADE	UNITS	COST
0-1 Overlord	Add 1 Overlord , <u>or</u> upgrade 1 Lord to a Overlord	50
Command Barge	Add 1 Command Barge unit	50
Warriors	Add 2 Warrior units	50
Immortals	Add 2 Immortal units	75
C'tan Shard	Add 1 C'tan Shard unit	125
Triarch Stalkers	Add up to 3 Triarch Stalker units	50 each
Canoptek Wraiths	Add up to 3 Canoptek Wraiths	50 each
Annihilation Barges	Add up to 3 Annihilation Barge units	50 each
Canoptek Spyders	Add up to 3 Canoptek Spyder units	50 each
Tomb Swarms	Add up to 3 Scarabs Swarms	25 each

Army Special Rules:

This Is Our World: The Nihilakh Dynasty Necron's (N.D.N) are always prepared to defend their worlds to the death should any one step foot on it. Even when they fall back its only temporary . Any time a Necron unit with Infantry or Armoured Vehicles in it falls back, it is removed from play and must be placed so that at least half(rounding up) of the models in the unit are within 20cm of a objective that is on the Necron side of the table in the same state as when they where removed. If it's impossible to place the unit like this the unit is removed from play and is considered destroyed. If the entire unit has the Teleport ability it can choose to be placed in reserve instead.

Tomb Guardians: Necrons guarding a Tomb World are active and ready to repel any lesser species that attempts to disrupt or stop their efforts. To represent this, any valid formation in a N.D.N. army may garrison using the normal rules in the Grand Tournament Scenario.

The Line Is Drawn: Due to their territories being parochial in the extreme formations receive +1 bonus to Marshal and Overwatch orders, and they can not take a March order. When any formation is broken it is still allowed it armour save for hits caused by blast markers.

Lesser Worlds: The worlds of the Nihilakh Dynasty are situated along the northern outside edge of the Ultima Segmentum, farthest out of all the known dynasties. This along with their complete lack of contact with any one else has led to them being less advanced then some of the other dynasties. To represent this Warriors and Flayed ones armour save is reduced by one(1), from 4+ to 5+.

Unit Special Rules:

Necron: See 4.0.1 in Epic: Raiders

Portals: See 4.0.1 in Epic: Raiders

Tomb Complex: See 4.0.1 in Epic: Raiders

Living Metal: See 4.0.1 in Epic: Raiders

Character Upgrades: Necron characters can be assigned to any infantry unit in the formation including upgrades. If there is only vehicles in the formation they must be assigned to a Command Barge. If there are no command barges then they are lost.

Necron Units:

NIHILAKH NECRON OVERLORD

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Gauntlet of Fire	(15cm)	Small Arms	Extra Attack (+1), Macro-weapon	
War Scythe	(base contact)	Assault weapons	Extra Attack (+1), Macro-weapon	

Notes:Leader, Invulnerable Save, Supreme Commander

NIHILAKH NECRON LORD

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
War Scythe	(base contact)	Assault weapons	Extra Attack (+1), Macro-weapon	

Notes:Leader, Invulnerable Save, Commander

NIHILAKH NECRON CRYPTEK

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/s
Weapon	Range	Firepower	Notes	
Staff of Light	(15cm)	Small Arms	-	

Notes:Inspiring, Invulnerable Save

NECRON WARRIOR

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapon	Range	Firepower	Notes	
Gauss Flayer	15cm	AP5+/AT6+	-	

Notes:Necron

NIHILAKH NECRON IMMORTAL

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	3+
Weapon	Range	Firepower	Notes	
Gauss Blaster	30cm	AP4+/AT6+	-	

Notes:Necron

NECRON CATACOMB COMMAND BARGE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Gauss Cannon	30cm	AP4+/AT6+	-	

Notes:Reinforced Armour, Skimmer, Teleport, Fearless

NECRON GHOST ARK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Gauss Flayer Array	15cm (15cm)	2 x AP5+/AT6+ and Small Arms	- Extra Attack (+1)	

Notes:Reinforced Armour, Skimmer, Leader, Transport (two Necron Warrior units)

NECRON DEATHMARK				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Synaptic Desintegrators	30cm	AP4+	Sniper	
Notes:Scout, Teleport, Necron				

NECRON TRIARCH PRAETORIANS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Rods of Covenant	(base contact)	Assault weapons	Extra Attack (+1), Macro-weapon	
Notes: <i>Fearless. Jumppacks. Necron</i>				

NECRON C'TAN SHARD				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Transdimensional Thunderbolt	30cm	MW4+	-	
Entropic Touch	(base contact)	Assault weapons	Extra Attack (+1),Titan Killer(1)	
Pyreshards	(15cm)	Small Arms	Extra Attack (+1)	
Damage Capacity: 2. Critical Hit Effect: The C'tan Shard explodes inflicting a hit on every unit in base contact(<i>armour saves allowed</i>).				
Notes:Living Metal, Invulnerable Save, Jumppacks, Walker, Fearless, Teleport. C'tan Shards can use Necron portals.				

NECRON FLAYED ONES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-
Weapon	Range	Firepower	Notes	
Claws	(base contact)	Assault weapons	-	
Notes: Infiltrator, Scout, Teleport, <i>Necron</i>				

NECRON TRIARCH STALKER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Heat Ray	30cm	MW5+ <i>and</i>	Macro-weapon	
	(15cm)	Small Arms	Macro-weapon	
Notes: Reinforced Armour. Walker				

NECRON CANOPTEK WRAITH				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	4+	-
Weapon	Range	Firepower	Notes	
Phase Distorted Claws	(base contact)	Assault weapons	First Strike, Extra Attack (+1)	
Notes: <i>Fearless, Jumppacks, Invulnerable Save, Walker.</i>				

NECRON TOMB BLADES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Tesla Carbine	(15cm)	Small Arms	Extra Attack (+1)	
Notes: Mounted, Jumppacks, Necron				

NECRON DOOMSDAY ARK				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Doomsday Cannon	75cm	MW4+	-	
Gauss Flayer Array	15cm	2 x AP5+/AT6+ <i>and</i>	-	
	(15cm)	Small Arms	Extra Attack (+1)	
Notes:Skimmer. Reinforced Armour				

NECRON ANNIHILATION BARGE				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Tesla Destructor	30cm	2 x AP5+/AT6+	-	
Tesla Cannon	30cm	AP5+	-	
Notes:Skimmer. Reinforced Armour. Teleport				

NIHILAKH NECRON MONOLITH				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Particle Whip	30cm	AP3+/AT4+	-	
Gauss Flayer Array	15cm	2 x AP5+/AT6+ <i>and</i>	-	
	(15cm)	Small Arms	Extra Attack (+1)	
Portal Of Exile	(15cm)	Small Arms	Extra Attack (+1), Macro-weapon	
Notes: <i>Living Metal, Thick Rear Armour, Skimmer, Fearless, Teleport, Portal</i>				

NECRON DOOM SCYTHER				
Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter/Bomber	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Tesla Destructor	30cm	2 x AP5+/AT6+/AA5+	Fixed Forward Arc	
Death Ray	15cm	MW4+	-	

NECRON CANOPTEK SPYDER				
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	5+	5+	5+
Weapon	Range	Firepower	Notes	
Claws	(base contact)	Assault weapons	Extra Attack (+1), MW	
Scarab Swarms	30cm	AP5+/AT5+	Ignore Cover	
	(15cm)	Small Arms	Extra Attack (+1), Ignore Cover	
Notes: Fearless. Leader. Skimmer. Walker. Reinforced Armour				

NECRON TOMB STALKER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	4+	5+
Weapon	Range	Firepower	Notes	
Gauss Flayer	15cm	AP5+/AT6+	-	
Forciple Claws	(base contact)	Assault weapons	Extra Attack (+1), Macro-weapon	

Notes: Fearless, Reinforced Armour, Walker, Infiltrator

NECRON STORM BARGE

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Primary Coil	45cm	3 x AP4+/AT4+ ORMW2+	- TK(1)	
Secondary Coils	30cm	3 x AP5+/AT6+	-	
Tertiary Coils	30cm	AA6+	-	

Notes: DC3, Fearless, Living Metal, Skimmer, Thick Rear Armour, Teleport

Critical Hit: The Barges power matrix is hit. The Storm Barge is sent crashing to the ground and destroyed, any unit within D6 takes a hit (armour saves allowed)

NECRON TOMB SPHYNX

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
Ark Projector	60cm	4 x MW3+	FA	
Disruptor Pulse	30cm (15cm)	4BP Small Arms	Disrupt, Ignore Cover Ignore Cover	

Notes: DC5, Fearless, Living Metal, Walker, May step over units and impassable or dangerous terrain that is lower then the Tomb Sphynx's knee's and up to 2cm wide.

Critical Hit: Critical Hit Effect: The Tomb Sphynx's energy core is disrupted. Roll a D6 for each critical hit : On a 6 the core fails to correct itself and the Tomb Sphynx implodes and is destroyed, any units within 10cm suffer a hit on a 5+ from the release of uncontrolled energy. On a 3-5 the Tomb Sphynx begins to implode before the energy core stabilizes and suffers one more point of damage , it will cause no further trouble. On a 1-2 the core is re-aligned and will cause no further trouble.

NECRON PYLON

Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	n/a	4+
Weapon	Range	Firepower	Notes	
Gauss Flux Arc	(15cm)	(Small Arms)	Extra Attack (+2)	
Particle Accelerator	120cm And 90cm	MW4+ AA4+	TK(D3) TK(1)	

Notes: DC2, Fearless, Living Metal, Fearless, Thick Rear Armour, Teleport, Not removed from play until destroyed.

Critical Hit: The Pylon explodes, inflicting a hit on any unit within 3D6 (armour saves allowed)

NIHILAKH NECRON ARKITEC

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Gravity Beams	60cm	3 x AP5+/AT5+	Disrupt, Ignore Cover	
Massive Forciple Claws	(base contact)	Assault weapons	Extra Attack (+1)	

Notes: DC2, Fearless, Living Metal, Walker

Critical Hit: The Arkitec's gravity matrix is hit and inverts gravity in on it self. The Arkitec is destroyed and crashes to the ground, any unit within D6 takes a hit (armour saves allowed)

NECRON SCARAB SWARM

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	-
Weapon	Range	Firepower	Notes	
Swarm Attack	(base contact)	Assault weapons	Extra Attack (+1), Ignore Cover	
Notes:Infiltrator, Necron, Expendable				

List by :“Lord Aaron“ Melnychuk-Smith
October .8. 2012