

Special Rule - 4.0.1 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.

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 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.

Tomb Complex

Scattered throughout the Galaxy on worlds beyond number, the Necron placed Tombs to house and maintain their race. During the long sleep over millions of years, many of these building have become buried, only to be uncovered by the unwitting efforts of explorers or the design of the C'tan eager to reclaim the Galaxy they once ruled.

These Tombs are the "bases" from which Necron raiders and conquering armies strike at their enemies. As such, they have a high importance to

both the Necron (who need them for the troops and support facilities they contain) and the enemies who would destroy them to keep their contents from awaking. Attacking these facilities carries the risk of awaking the Necron within, or attracting the notice of other, wakened forces that might rush to their defence. The Tomb is considered a Necron Portal, and can be used to bring formations from off board into place, or to relay troops to and from other portals. Measure from the edge of the board as the formation's starting point.

Living Metal

Units made of *living metal* receive a Reinforced Armor saving throw against normal weapons, lance weapons, and even macro-weapons. In addition, their save is not reduced by *sniper* abilities. Any Titan Killer attacks are automatically reduced to Titan Killer (1) when resolving hits against Living Metal units, and Living Metal units are permitted a single armor save. See chart below.

Special Rule - 4.0.2 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 - 4.0.3 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.

Weapon	Armor Save	RA Save	DC Lost
AT/AP	Yes	Yes	1
MW	Yes	Yes	1
TK (any)	Yes	No	1

4.1.1 NECRON FORCES

NECRON LORD

The most sophisticated of the C'tan's servants, the Necron Lords act as leaders and energy loci for the Necron Warriors. Clad in crumbling vestments and wielding ancient, arcane staffs, they are a chilling sight on the battlefield, directing their Warriors' attacks in unnatural silence. The patina of age mars the silvered perfection of their forms and they wear the accumulated power of millennia like a robe. Glittering arcs of energy surround their every gesture and soulless fires burn in their empty eye sockets.

Such power was witnessed by many a soldier on the sandy dunes and rocky crags of Scarab when the Necron were woken from their slumber. Necron Lords moved from victim to victim with unnatural speed, spilling entrails and leaving a trail of blood for their comrades to follow. The Lords demonstrated sheer hate for the living in stark contrast to the methodical soulless killing of their Warriors.

NECRON LORD				
Type	Speed	Armour	Close Combat	Firefight
Character	-	-	-	-
Weapons	Range	Firepower	Notes	
Staff of Light	(15cm) (base contact)	Small Arms <i>and</i> Assault Weapon	Extra Attacks (+1) Macro Weapon, Extra Attack (+1)	
Notes: <i>Leader, Invulnerable Save</i>				

WARRIORS

As The skeletal form of a Necron Warrior is a spine-chilling sight, as bullets and lasblasts bounce harmlessly from its metallic limbs. The gauss flayer it wields is no less terrifying as it strips its target atom by atom; in a heartbeat it dissolves skin and muscle, and then disintegrates bone until nothing else remains.

Soldiers of the Imperium have found fighting such a menace en masse to be far more difficult than the short raids or mysterious attacks conducted by this ghoulish foe in the past. Forces of the Minervan Legion described the Necrons as a relentless enemy

whose never-ending assaults could erode mountains. Standing shoulder to metal shoulder, the Necron advanced in an uncaring line of murder as they marched slowly forward toward the forces of man. Never sleeping, never eating, never stopping to care for their wounded, these warriors wore down their opponents with the passing of time and the consistent advance of their numbers. They felt no loss for their fellow soldiers who fell and, in fact, felt nothing but content at battling for hours to achieve a meter of battleground. Only their defeat would inhibit them. Only their destruction would stop them.

NECRON WARRIORS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	5+	4+
Weapons	Range	Firepower	Notes	
Gauss Flayers	15cm	AP5+/AT6+	-	
Notes: <i>Necron</i>				

IMMORTALS

The Immortals were among the most favored Necrontyr servants of the C'tan and were the first of their kind to give up their cursed, fleshy bodies to become the soulless Necrons. It was they who helped enslave the remainder of the Necrontyr and brought about the death of all that their people once were. For their reward they were allowed to keep some sense of self, although to call their existence a life would be a great overstatement. The light of their eyes shimmer with only hate, betrayal, anger, and torment. Locked in their chilled bodies for all time, the Immortals have only themselves to blame for the purgatory of their existence. Upon the battlefield their blasters efficiently rip their victims apart, the luster of their gleaming

bodies have been eroded by the ravages of time. Their fleshless metal skulls strike fear into the hearts of their foes, and the eerie silence of their advance is more unnerving than any bloodthirsty battle cry.

Immortals have been seen in raids in a variety of roles: support, shock troops, or sometimes composing an entire force. In larger battles these elite troops seem to surround themselves with the standard Necron Warriors rather than fighting alone. Although it does not appear their presence is required, the destructive ability of the Immortals is enough to bolster a Phalanx to new levels of terror.

IMMORTALS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	3+
Weapons	Range	Firepower	Notes	
Gauss Blasters	15cm	AP4+/AT6+	-	
Notes: <i>Necron</i>				

FLAYED ONES

Twisted and ghoulish terrors of the night, the Flayed Ones advance before the Necron force, spreading fear like a plague before them. Stooped, yet terrifyingly agile beasts from man's darkest nightmares, the Flayed Ones' long flensing blades can strip the skin from their prey in seconds. Thin and wiry, they adorn themselves with the still-wet hides of their victims, leaving the skinned corpses to sow fear and confusion amongst the enemies' ranks.

At the rim of Digg's Canyon, the Flayed Ones led a surprise

charge against the Minervan Command Center. These horrors caught young men and women unawares as they ran for the safety of their armored vehicles and gun emplacements. Bodies were skewered against the armor plating of the super heavy tanks and broken against the sharp crags. Later in the Scarab Conflict, the Flayed Ones managed to make deadly assaults on the supply lines running from Cullard Drill, weakening an already decaying front for the Minervan forces.

FLAYED ONES				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	-
Weapons	Range	Firepower	Notes	
Claws	(base contact)	Assault Weapons	-	

Notes: *Necron, Infiltrator, Scout, Teleport*

TOMB SPYDER

These arachnid creatures are artificial constructs created to maintain the ancient Necron tomb complexes. Their many eyes stare out from an otherwise featureless head. The hooded carapace of a Tomb Spyder provides essential protection while their flexible metal limbs are capable of performing a variety of tasks. Collection and repair of Necrons from the battlefield, which they will also fight to protect, seem to be their primary task.

It is from the Tomb Spydery that swarms of Scarabs spew forth as well. The Spyder's smaller counterparts form an inescapable blanket of doom that creeps along the ground and dismantles the men and great war machines of the Imperium one mechanical bite at a time. Spydery and Scarabs were seen in great numbers at the final battle at Dig Site 113 which was later found to be evidence that the Tomb Complex on the planet was fully roused.

TOMB SPYDER				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	4+	5+	5+
Weapons	Range	Firepower	Notes	
Scarab Swarm	30cm (15cm)	AP5+/AT5+ <i>and</i> Small Arms <i>or</i>	Ignore Cover Extra Attacks (+1), Ignore Cover	
Claws	(base contact)	Assault Weapons	Macro Weapon, Extra Attacks (+1)	

Notes: *Fearless, Leader, Skimmer, Walker*

EVEN THE SUPERHEAVY TANKS OF THE IMPERIUM FALL TO THE RED HARVEST

PARIAHS

Crafted from a terrible symbiosis of Necron technology and human evolution, Pariahs represent the next phase of the C'tan's ideal for the galaxy. Resembling artificial beings of soulless perfection, Pariahs radiate a sense of palpable menace and horror to those around them. Blotting out psychic emanations and infusing those nearby with the sense of their own mortality, Pariahs embody the ultimate horror of the Necron threat. Since man's first encounter with these hybrids, speculation began to surface that their origins were not of the Necrons but the Adeptus Mechanicus itself, or at the very least from some

Imperial traitors. Dark Eldar forces on Scarab were not afforded the luxury of time for speculation, however.

The raiders who had come to this barren planet found themselves the target of Necron assaults while simultaneously fighting against the Minervan forces. Pariahs led the initial attacks on the beleaguered kabals; the mere presence of these half-breeds was an unnerving element in the assaults that led to the darklings fleeing at every turn.

PARIAHS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	3+	3+
Weapons	Range	Firepower	Notes	
War Scythe	15cm (base contact)	AP4+/AT6+ Assault weapons	- Macro-weapon, Extra Attack (+1)	
<i>Notes: Inspiring</i>				

DESTROYERS

Necron Immortals fused to flying skimmers are known as Destroyers. They are a heavily altered form of a Necron Immortal, equally broad with a more pronounced spine from which their terrible weapons draw their power. The speed and ferocity of their attacks are undiminished by their antiquity, and they remain at the forefront of the Red Harvest.

and military targets alike have found the presence of Destroyers to be the straw that broke the camel's back. The skimmers herd infantry targets away from areas of support only to have the regular warriors finish off the job they have started. Pride is no factor as the forces work in mechanical cohesion to execute brutal killing tactics.

As the Necron Tombs awaken with greater regularity, civilian

DESTROYERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	4+	6+	3+
Weapons	Range	Firepower	Notes	
2 x Gauss Cannons	30cm	AP4+/AT6+	-	
<i>Notes: Necron, Mounted, Skimmer</i>				

HEAVY DESTROYERS

Like their lighter brethren, Heavy Destroyers are a fusion of a Necron Immortal and a flying skimmer craft. As standard, these mount the heavy gauss cannon and home in on enemy armor, fixing them with their baleful multi-lens targeters before raking them with devastating heavy gauss cannon fire.

rim of a canyon, hoping to only fight on a single front. Instead Heavy Destroyers were deployed around the mighty Basilisk emplacements, rending gun muzzles from the mobile platforms and forcing the Imperium into the most dire of positions. Days later these same Destroyers harassed regiments of Leman Russes on the desertscape outside Dig Site 113.

Minervan artillery officers greatly misjudged the attack capabilities of the Necron by positioning themselves against the

HEAVY DESTROYERS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
Heavy Gauss Cannon	30cm	AT3+	-	
<i>Notes: Necron, Mounted, Skimmer</i>				

WRAITHS

Grotesque and floating killers, Wraiths move like ghosts, shifting in and out of phase. It's spinal cord is elongated and fluid, equipped with powerful shock lashes and blades. Wide hunched shoulders support a leering, skull face and long, whip-like arms wield scalpel blades for fingers and a nightmare assortment of arcane surgical equipment.

the most disturbing of all their features. Imperial forces in secured compounds have witnessed Wraiths passing through walls and attacking vulnerable personnel and destroying sensitive equipment within. Before an adequate defense can be mounted, the Wraiths have passed through the next set of walls and onto their next target.

The phase technology of these serpentine murderers is perhaps

WRAITHS				
Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	4+	-
Weapons	Range	Firepower	Notes	
Claws	(base contact)	Assault Weapons	Extra Attacks (+1)	
<i>Notes: Necron, Jump Pack, First Strike, Invulnerable Save</i>				

4.1.2 WAR MACHINES

MONOLITH

Appearances of Monoliths have been recorded across the galaxy, but few experiences have recorded the vast number of Monoliths the Minervan Legion fought against on the planet Scarab. To the vast majority of soldiers and tank drivers, the obsidian machines were a mystery both in form and function – a mystery that would not last long. Entire platoons were atomized and Leman Russ tanks torn asunder from the powerful weapons. Men and women looked on in shock as these same deadly machines opened their maws and belched forth a sea of Necron Warriors far beyond what they would have been able to carry.

The Monolith combines the properties of transport craft, armored destroyer and Necron power icon. Its ponderous form floats across the battlefield, its crystal core pulsing with sickly energy, all the while powerful beams of gauss lightning whipping from its weapon mounts. The frontal section is capable of opening a dark portal and transporting Necrons to the battlefield to cause fresh havoc. With a phalanx of Warriors between the Monolith and its target, this machine provides deadly support on the front as the Necron forces advance toward the barrels of guns.

MONOLITH				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	15cm	4+	6+	5+
Weapons	Range	Firepower	Notes	
Particle Whip	30cm	AP4+/AT4+	-	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	
Notes: <i>Living Metal, Portal, Fearless, Skimmer, Teleport, Thick Rear Armor</i>				

THE SPACE MARINES CONFIRM REPORTS OF A NECRON MONOLITH SIGHTING.

OBELISK

A rare sight in the raiding forces that heralded the first appearance of the Necron, the Obelisk has become an almost common sight in full-fledged armies. These constructs are squat cubes, topped by a crystal virtually identical to the one that tops a Monolith. Capable of manifesting a Particle Whip, the Obelisks are primarily seen defending the Monoliths that form the backbone of the Necron vehicle force.

Occasionally, formations of Obelisks are deployed to offer

heavy fire support to infantry or perform deep raids behind enemy lines. This tactic has been associated mostly with cutting off supply lines, but has also been used to develop brutal crossfires on normally strong fronts. The psychological damage of having a position compromised with ease has proved devastating to morale, forcing entire positions to fold and reposition in the midst of battle.

OBELISK				
Type	Speed	Armour	Close Combat	Firefight
Armored Vehicle	30cm	5+	6+	5+
Weapons	Range	Firepower	Notes	
Particle Flail	45cm	AP4+/AT4+	-	

Notes: *Fearless, Reinforced Armor, Skimmer, Teleport, Thick Rear Armor*

PYLON

A great crescent is silhouetted against the storm-wracked sky, and a searing line of emerald fire scorches the heavens. Even while its target's twisted wreckage plummets from the sky, the Pylon reconfigures its crystalline weapons array to lock-on to another sky-born adversary. The devastating power of this Necron construct is not limited to airborne targets as it levels and takes aim on the mighty war engines of the Imperium.

A Necron Pylon is a monumental stationary weapons array, designed primarily to both swat opposing flyers from the skies and pierce the armor of Titans with a devastating salvo of

plasma fired from its particle accelerator cannon. These machines have contributed to the deaths of a score of machine spirits across the Imperium and rumors abound that the Orks have lost at least three Great Gargants. Eldar records elude that Pylon technology goes back farther than their own existence and undoubtedly has been employed against the Old Ones themselves. More recent sightings seem to be isolated to combating aircraft with their stunning range and deadly accuracy.

PYLON				
Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	-	4+
Weapons	Range	Firepower	Notes	
Particle Accelerator	120cm	MW4+	Titan Killer (D3)	
and	90cm	AA4+	Titan Killer (I)	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	

Damage Capacity 2. Critical Hit Effect: The Pylon explodes, inflicting a hit on any unit within 3D6cms (armor saves allowed).

Notes: *Living Metal, Fearless, Teleport, Thick Rear Armor. Unit may not Phase Out.*

4.1.3 HARVESTER ENGINES

WARBARQUE

Uncommon even in the heyday of the Necron domination of the Galaxy, the Warbarque is a fighting platform of incredible power developed under direction by only the most powerful of the C'tan. Capable of laying down an impressive amount of firepower at range as well as possessing close in firefighting capability superior to that of a Monolith, the Warbarque is a powerful unit on its own. As a supporting unit, the Warbarque can deploy or relocate infantry units with its built-in portal.

Multiple Warbarques appeared for the first time in Imperial history during the Scarab Conflict (at least for the first time that

witnesses were left alive to record their presence). Particle Cannons became the dread of every tank pilot on the battlefield as the Minervan forces struggled to close range on the giant Necron machines. But once within range, the Warbarques were able to support themselves with hundreds of Necron Warriors to force the Leman Russes backward. Commanders were quick to note that these slow moving devices did not have the flexibility of disappearing like the smaller Monoliths, possibly indicating that phase technology was limited by the size of the vehicle.

WARBARQUE				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	6+	4+
Weapons	Range	Firepower	Notes	
2 x Particle Cannons	60cm	AP5+/AT3+	-	
2 x War Cannons	30cm	AT4+	-	
2 x Gauss Cannons	30cm	AP4+/AT6+	-	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	

Damage Capacity 3. Critical Hit: The portal malfunctions and cannot be used for the rest of the game. Additional critical hits destroy the Warbarque.

Notes: *Living Metal, Portal, Commander, Fearless, Skimmer, Teleport, Thick Rear Armor. Unit may not Phase Out.*

ABATTOIR

In the ancient days, when the power of the C'tan dominated the Galaxy, the servants of the Star Gods raised gigantic temples in their honor. In these places of darkest nightmare, horrific sacrifices were performed to feed the endless desire of the C'tan. In time, sacrifices could not be brought to the temples fast enough to sate the C'tan's evil hunger for suffering and so they used their power and the technology of their servants to transform the temples into gargantuan engines of destruction. During the latter days of the War in Heaven, before the Necron's long slumber, the Eldar called these terrifying constructs "World Harvesters". Since their recent appearance, the Imperium has given them a new name: The Abattoirs.

Massive beyond belief, these structures are not equipped to "phase". Instead, they must be transported to the world whose

population they are to harvest by a Necron fleet. The ships simply glide into orbit and drop them onto the world to let them perform their grizzly task.

The Abattoir's weapons are similar in function to the gauss weapons of the other Necrons, but vastly more powerful. These "harvesters", which are born on tentacle-like arms deployed from the capacitor pyramids, not only rip their victims apart at the molecular level, but also are able to absorb and store the terror and agony of their victim's death. The monstrous energies are used to feed the C'tan, sustaining them in times when fresh victims are in short supply. Additionally, the Abattoir is able to drop the scarabs that it creates to help maintain its systems. These scarabs swarm out to dispatch foes and assist in the harvest.

ABATTOIR				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	2+	4+
Weapons	Range	Firepower	Notes	
3 x Scarab Swarms	30cm	AP5+/AT5+	Ignore Cover	
<i>and</i>	(15cm)	Small Arms	Extra Attacks (+1), Ignore Cover	
<i>or</i>	(base contact)	Assault Weapons	Extra Attacks (+1), Ignore Cover	
Harvesters	(base contact)	Assault Weapons	Extra Attacks (+2), Titan Killer (D3)	
Damage Capacity 8. Critical Hit: A capacitor explosion inflicts a TK hit on every unit within 5cm (including the Abattoir) on a D6 roll of 4+.				
Notes: <i>Living Metal, Fearless, Infiltrator, Portal, Skimmer, Thick Rear Armor. Unit may not Phase Out. Counts as ruins for the remainder of the game when destroyed (see Terrain Effects chart).</i>				

ÆONIC ORB

Created long ago as an expression of ultimate power, the Æonic Orb is the epitome of Necron technology and a testament to the might of the C'tan. In essence, the orb is a fragment of a star contained within a necrodermis sheath and stabilized with the incredible power of Necron magnetic technology. This containment system, which gives the orb its primary power source, is mounted on a massive skimming platform that also gives the orb its mobility. Rare even at the zenith of the Necron Empire, the Æonic Orb is probably the rarest Necron weapon in modern times. Legend has it that the C'tan were required to destroy an entire star to create even one. When one has been encountered, it has invariably been in antithesis to a Titan.

Its weapons systems are both simple, and powerful. The Solar Flare is generated by an adjustment of the containment field, which focuses a concentrated plume of plasma generated by the stellar fragment into a high velocity bolt. So powerful is the containment "Beam" that the plasma suffers no loss of heat or velocity for an extended range. This allows the plasma to cut through virtually any material effortlessly. Reports from the few

sightings of the Orbs indicate that a single hit is capable of inflicting significant damage on unshielded Battle Titans, and even shielded Titans can suffer terrible damage should they be hit. Nothing drives this point home more than the conflict between the *Solitudo Custodis* Warlord Titan and the Æonic Orb uncovered on Scarab; this battle of war machines remains a hotly studied conflict in war rooms across the Imperium.

The final weapon is similar in concept to the Solar Flare, but less energetic, and thus less powerful. A much weaker containment beam is used to guide a mass of plasma and dispersing it on a target location, which results in the plasma losing heat at an incredible rate. By the time it reaches its target, its effects -while powerful- do not begin to compare to the Solar Flare. The swift loss of heat also limits the effective range of the weapon significantly. On the other hand, the explosive force and resulting radiation is quite sufficient to create havoc amongst victims who are unfortunate enough to be caught in the open.

ÆONIC ORB				
Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	-	3+
Weapons	Range	Firepower	Notes	
Solar Flare	90cm	MW3+	Titan Killer (D6)	
or	90cm	12BP	-	

Damage Capacity 6. Critical Hit: Containment breach! A rupture in the necrodermis results in an uncontrollable plasma burst. Center a single Orbital Barrage Template on the Orb – any unit (including the Orb) that falls under the template is subject to a BP4 (MW) attack.

Notes: *Living Metal, Fearless, Skimmer, Thick Rear Armor. Unit may not Phase Out.*

SCYTHE CLASS HARVESTER

While the Necron ground forces carry out the Red Harvest on a planet's surface, various Necron starships wait in orbit for their victorious forces to return. In the case of extreme opposition from the life forms the C'tan seek to suppress, the harvester craft turn their high-energy weapons on their adversaries, either bombarding their forces with dispersed solar pulses, or destroying key objectives with devastating pinpoint attacks. These spacecraft carry planet harvesters of their own: Orbs,

Abattoirs, and Warbarques. All have been witnessed as transported in some capacity. The strategy of the Necron confirms that their xenos technology has limitations which may be associated with physical size. This is of no consolation to the targeted worlds of the C'tan, however, whose orbits are controlled and whose lands are shadowed by the terrifying machines of the Necron.

SCYTHE CLASS HARVESTER				
Type	Speed	Armour	Close Combat	Firefight
Spacecraft	-	-	-	-
Weapons	Range	Firepower	Notes	
Orbital Bombardment	-	4BP	Macro Weapon	
2 x Pin-point Attack	-	MW2+	Titan Killer (D3)	

Notes: *None*

4.1.4 C'TAN

THE NIGHTBRINGER

The Nightbringer is death incarnate, a sadistic god with the power to unmake the stars. It delights in inflicting pain and suffering not only to feed, but simply because it can. Its gaze is death and its mighty scythe has feasted on the deaths of civilizations. With a spacecraft imbued with a measure of its power, the Nightbringer has destroyed entire star systems on a whim and gorged itself on the death agonies of

countless billions of lives.

Awakened by a group who were either ignorant of the C'tan's true nature or its abilities, the Nightbringer is a force that the residents of the galaxy dread. It is death incarnate – it is destruction unstained by morality or physical limitation. Its singular purpose is cloaked in mystery only by virtue of a lack of survivors left to tell of its presence.

C'TAN – THE NIGHTBRINGER				
Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	3+	5+
Weapons	Range	Firepower	Notes	
Lightning Arc	30cm	MW4+	-	
Gaze of Death	(base contact)	Assault Weapons	Extra Attacks (+2), Macro-Weapon	
Scythe	(base contact)	Assault Weapons	Extra Attacks (+2), Titan Killer (D3)	

Damage Capacity 3. Critical Hit: The Nightbringer is destroyed and a force of energy is released. All units within 5cm take an automatic MW hit (armor saves allowed if applicable).

Notes: *Living Metal, Fearless, Inspiring, Supreme Commander, Skimmer, Teleport*

THE DECEIVER

The Deceiver's greatest achievements are wrought from deception and lies, its empire of fear built upon manipulation and mistrust. Subtle and charming, its web of half-truths and outrageous falsehoods has led planets to their doom and great leaders into slavery, all for the mocking amusement of the Lord of Deception. In ages past, even when the Necrontyr were still clothed in flesh, the other C'tan learned to shun the influence of the Deceiver. Only a few were consumed by the entity itself whilst others were set to fighting amongst themselves.

Awakened now for an unknown time, *Mephet'ran*'s involvement in the galaxy's affairs are only now starting to come to light. As

a single data point, Tech Priests of the Adeptus Mechanicus uncovered a link from the strange conflict on the Imperial planet Scarab to the Deceiver himself. Dark Eldar prisoners under interrogation gave solid descriptions of what they called the Jackal God appearing just before the unearthing of the Æonic Orb. These descriptions were confirmed against a dying Stormtrooper's account of a 'golden xenos figure' transfiguring before him. This creature's appearance as both Dark Eldar and human lends strong credence to the theory that the entire conflict was orchestrated for the sole purpose of gaining unrestricted access to the planet surface and the treasures it held.

C'TAN – THE DECEIVER			
Type	Close Combat	Speed Firefight	Armour
War Engine	4+	15cm 4+	4+
Weapons	Notes	Range	Firepower
Despair	Disrupt	45cm	4BP
Claws	Extra Attacks (+2), Titan Killer (1)	(base contact)	Assault Weapons
Damage Capacity 3. Critical Hit: The Deceiver is destroyed and a force of energy is released. All units within 5cm take an automatic MW hit (armor saves allowed if applicable).			
Notes: <i>Living Metal, Fearless, Inspiring, Supreme Commander, Skimmer, Teleport</i>			

4.3 Gaming – Grand Tournament 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 a Grand 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 calculating a Tie Breaker, or the Break Their Spirit victory point.

Garrisons

The Necron typically act in an offensive manner and as such, their formations may not Garrison in the Grand Tournament Scenario unless fielding a Tomb Complex (See Special Rule 1.01). To represent that a Tomb may contain active Necron, the player may choose to garrison up to two Phalanx formations at the Tomb Complex.

NECRON ARMY LIST

Necron armies have a strategy rating of ‘2’. All formations have an initiative of 1+.

No more than one third of your points may be spent on War Engines.

NECRON INDIVIDUALS

FORMATION	UNITS	NOTES	COST
0-1 Tomb Complex	One Tomb Complex: When purchased for your army, replace the Blitzkrieg objective on your side of the table with a Tomb Complex. The Tomb is considered indestructible for the Grand Tournament Scenario.	The Tomb Complex functions both as a Portal and as an objective for rules purposes. It may not be attacked or destroyed. IMPORTANT NOTE: The Tomb Complex must follow the Portal Special Rules and may only be used by formations made up exclusively of armored vehicle units that have walker ability, infantry, and light vehicles; formations that include any other type of unit may not use a Portal to enter play.	75 points
0-1 C’tan	One Nightbringer or one Deceiver	Note that the C’tan counts toward your War Engine allocation.	300 points

NECRON PHALANXES

You may have any number of Infantry Phalanx formations in your army.

FORMATION	UNITS	UPGRADES	COST
Infantry Phalanx	Six Warriors and one Necron Lord character	Tomb Spydery, Pariahs, Immortals, Wraiths	225 points

NECRON SUPPORT

You may include up to three support formations for each Phalanx in the army, chosen from the selections below.

Note that Pylons count toward your War Engine allocation.

FORMATION	UNITS	UPGRADES	COST
Venator Maniple	Six Flayed Ones	Necron Lord, Tomb Spydery, Pariahs, Wraiths	200 points
Eques Maniple	Six Destroyers	Necron Lord, Wraiths; any number of Destroyers may be replaced with Heavy Destroyers at no cost	375 points
Monolith Maniple	One Monolith and two Obelisks	0-1 Monoliths, 0-1 Obelisks	200 points
Monolith Phalanx	Three Monoliths	0-3 Obelisks	275 points
Armored Phalanx	Six Obelisks	None	300 points
Pylon	One Pylon	None	200 points

NECRON UPGRADES

UPGRADE	NOTES	COST
Necron Lord	0-1 per formation	+25 points
Pariahs	Maximum one unit per formation	+60 points
Immortals	Up to three units per formation	+40 points each
Tomb Spydery	Up to three units per formation	+50 points each
Wraiths	Up to three units per formation	+50 points each
Obelisks	None	+50 points each
Monoliths	None	+75 points each

HARVESTERS

All units in this section count toward your War Engine allocation.

FORMATION	UNITS	COST
0-1 Spacecraft	One Scythe Class Harvester	350 points
0-1 Large Harvester Engine	One Abattoir or one Æonic Orb	750 points
0-2 Small Harvester Engine	One Warbarque	300 points*

* Add Supreme Commander to unit for +50 points
Only one Supreme Commander is allowed per Army