

NECRON SAUTEKH DYNASTY ARMY LIST V0.5

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

CORE FORMATION		
FORMATION	UNITS	COST
Warrior Phalanx	One Sautekh Lord character and 8 Warrior units	275 points
Immortal Phalanx	One Sautekh Lord character and 6 Immortal units	275 points
Ghost Strider Phalanx	Six Warrior units, 3 Ghost Arks and 3 Tomb Blade units	350 points

SUPPORT FORMATION (Three may be taken per Core Formation)		
FORMATION	UNITS	COST
0-1 Dolmen Gate	The Necron player may choose to replace one of the Objective markers in his half of the table with a Dolmen Gate. The Dolmen Gate functions both as a Portal and as an objective for rules purposes. It may not be attacked or destroyed.	50 points
Doomsday Phalanx	6 Doomsday Arks	300 points
Host of the Red Harvest	One Destroyer Lord character and 6 Destroyer or Heavy Destroyer units or a mix of these two	375 points
Exovenator Squadron	6 Tomb Blade units	200 points
Deathbringer Flight	3 Doom Scythes	200 points
Interfector Centuria	4 Deathmark units	200 points
Monolith Phalanx	3 Monoliths Add 1-2 additional Monoliths	275 points +75 points each
Venator Manipel	6 Flayed Ones units	200 points
Translocator Flight	3 Night Scythes	200 points
Vexator Manipel	6 Canoptek Wraith units	300 points
Necropolis	One Tesseract Vault and 4 Monoliths	400 points

HARVESTERS (Up to 30% may be Harvesters)		
UPGRADE	UNITS	COST
Megalith	One Megalith	400 points
Navis	One Sautekh Scythe Class Harvest Ship (may be upgraded to a Cairn Class Tomb Ship)	350 points +100 points

UPGRADES (Three may be taken per Core Formation. Each may be only taken once per Formation)		
UPGRADE	UNITS	COST
Annihilation Barge	Add three Annihilation Barges	150 points
Canoptek Scarabs	Add up to one Canoptek Scarab unit per Canoptek Spyder	25 points each
Canoptek Spyders	Add up to three Canoptek Spyders	50 points each
Catacomb Command Barge	Add one Catacomb Command Barge to the Formation. May only be taken if there is an Overlord or Phaeron character in the formation. The Overlord or Phaeron character must be added to the Catacomb Command Barge unit.	25 points
Commander	Replace the Sautekh Lord with an Overlord character One Overlord may be a Phaeron	50 points + 50 points
Cryptek	Add one Cryptek character	50 points
C'Tan Shard	Add one C'Tan Shard One C'Tan Shard may be a Trancendent C'Tan	75 points +100 points
Ghost Arks	Add four Ghost Arks (Warrior Phalanx only)	200 points
Obelisk	Add one Obelisk	100 points
Triarch Praetorians	Add two Triarch Praetorian units	100 points
Triarch Stalkers	Add three Triarch Stalkers	150 points

Special Rules:

Reanimation Protocols: As *Necron* rule from 4.0.1 in Epic: Raiders

Sacrab Replicator: Every time the formation on the board with a unit with the Scarab Replicator ability successfully regenerates units the formation gains one Canoptek Scarab unit per unit with the Scarab Replicator.

Portals: See 4.0.1 in Epic: Raiders

Dolmen Gate: The Dolmen Gate is a **Portal** but can be used by all units except War Engines.

Living Metal: See 4.0.1 in Epic: Raiders

Implacable Advance: See 4.0.2 in Epic: Raiders

Phase Out: See 4.0.3 in Epic: Raiders

Necron Units:

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

Notes: Supreme Commander, Reanimation Protocols

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

Notes: Commander, Leader, Reanimation Protocols

SAUTEKH LORD				
Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Staff of Light	(15cm)	Small Arms	Extra Attack (+1)	

Notes: Leader

NECRON DESTROYER 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	Macro-weapon, Extra Attack (+1)	

Notes: Leader

NECRON CRYPTTEK				
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	Extra Attack (+1)	

Notes: *Inspiring*

NECRON WARRIOR

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

Notes: *Reanimation Protocols*

NECRON IMMORTAL

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

Notes: *Reanimation Protocols*

NECRON CATACOMB COMMAND BARGE

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armopured Vehicle	15cm	4+	4+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Tesla Cannon	15cm	AP5+	-	
War Scythe	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)	

Notes: *Invulnerable Save, Living Metal, Skimmer*

NECRON GHOST ARK

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Armoured Vehicle	30cm	4+	6+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
2 x Gauss Flayer Phalanx	15cm (15cm)	AP5+/AT6+ <i>and</i> Small Arms	- Extra Attack (+1)	

Notes: *Living Metal, Leader, Skimmer, Transport (two Necron Warrior units).*

NECRON NIGHT SCYTHE

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Aircraft	Bomber	5+	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Twin Tesla Destructor	15cm	AP4+/AT5+/AA4+	Fixed Forward Arc	

Notes: *Living Metal, Portal*

NECRON DEATHMARK

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm	4+	5+	5+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Synaptic Desintegrators	30cm	AP5+	Sniper	

Notes: *Reanimation Protocols, Scout, Sniper, Teleport*

NECRON TRIARCH PRAETORIANS

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Infantry	15cm	3+	4+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Rods of Covenant	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)	

Notes: *Fearless, Jumppacks, Reanimation Protocols*

NECRON C'TAN SHARD

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
C'tan Powers and C'tan Powers	(base contact) (15cm)	Assault weapons Small Arms	Macro-weapon, Extra Attack (+1) Macro-weapon, Extra Attack (+1)	

Notes: *Living Metal, Jumppacks, Walker*

NECRON FLAYED ONES

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

Notes: *Infiltrator, Reanimation Protocols, Scout, Teleport*

NECRON TRIARCH STALKER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Heat Ray	15cm (15cm)	MW5+ and Small Arms	Macro-weapon Macro-weapon, Ignore Cover	

Notes: *Living Metal, 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	Extra Attacks (+1)	

Notes: *Fearless, Jumppacks, First Strike, Invulnerable Save*

NECRON TOMB BLADES

Type	Speed	Armour	Close Combat	Firefight
Infantry	35cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Twin Tesla Carbine	(15cm)	Small Arms	-	

Notes: *Mounted, Jumppacks, Reanimation Protocols*

NECRON DESTROYERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
2 x Gauss Cannon	30cm	AP4+/AT6+	-	

Notes: *Mounted, Skimmer, Reanimation Protocols*

NECRON HEAVY DESTROYERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	30cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Heavy Gauss Cannons	30m	AT3+	-	

Notes: Mounted, Skimmer, Reanimation Protocols

NECRON DOOMSDAY ARK

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Doomsday Cannon	75cm	MW4+	-	
2 x Gauss Flayer Phalanx	15cm (15cm)	AP5+/AT6+ and Small Arms	- Extra Attack (+1)	

Notes: Living Metal, Skimmer

NECRON ANNIHILATION BARGE

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Tesla Destructor	15cm	AP4+/AT5+	-	
Tesla Cannon	15cm	AP5+	-	

Notes: Living Metal, Skimmer

NECRON MONOLITH

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Particle Whip	30cm	AP4+/AT4+	-	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	

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

NECRON DOOM SCYTHER

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Tesla Destructor	15cm	AP4+/AT5+/AA4+	Fixed Forward Arc	
Death Ray	15cm	MW2+	Fixed Forward Arc, Titan Killer (1)	

Notes: Living Metal. Can perform Interception and Combat Air Patrol orders.

NECRON CANOPTEK SPYDER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	15cm	4+	5+	5+
Weapon	Range	Firepower	Notes	
Scarab Swarms	(15cm)	Small Arms	Lance	
Twin Particle Beam	15cm	AP4+/AT5+	-	

Notes: Fearless, Reinforced Armour, Scarab Replicator

NECRON CANOPTEK SCARAB

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15cm	5+	5+	-
Weapon	Range	Firepower	Notes	
Entropic Attack	(15cm)	Small Arms	Lance	

Notes: Expendable, Infiltrators, Reanimation Protocols

NECRON MEGALITH

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	15cm	4+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Particle Accelerator	120cm	MW4+	Titan Killer (D3)	
<i>and</i>	90cm	AA4+	Titan Killer (1)	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	

Damage Capacity: 4. Critical Hit Effect: One transported Monolith is destroyed. If there are no Monoliths transported the Megalith loses an extra point of damage capacity.

Notes: *Fearless, Living Metal, Planetfall, Skimmer, Teleport, Thick Rear Armour, Transport (four Monoliths). Transported units may shoot and firefight as part of the Megalith's action..*

NECRON TESSERACT VAULT

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	15cm	4+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Awakened Powers	30cm	MW2+	Titan Killer (D3), Ignore Cover	
<i>and</i>	45cm	6BP	-	

Damage Capacity:3. Critical Hit Effect: The Tesseract Vault's C'Tan escapes. The Tesseract Vault is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 4

Notes: *Fearless, Living Metal, , Skimmer, Thick Rear Armour.*

NECRON OBELISK

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	15cm	4+	6+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Graviton Impuls	30cm	AA4+	One shot for every Aircraft in range	
4 x Tesla Sphere	15cm	AP5+/AT6+	-	

Damage Capacity:2. Critical Hit Effect: The Obeliisks graviton reactor implodes. The Obelisk is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6.

Notes: *Fearless, Living Metal, Skimmer, Teleport.*

NECRON TRANCENDENT C'TAN

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
War Engine	20cm	4+	4+	4+
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Awakened Powers	30cm	MW2+	Titan Killer (D3), Ignore Cover	
<i>and</i>	45cm	6BP	-	
Trancendent Powers	(base contact)	Assault Wweapons	Extra Attacks (+2), Ignore Cover	

Damage Capacity 2. Critical Hit Effect: The Transcendent C'Tan explodes. The Transcendent C'Tan is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 4.

Notes: *Fearless, Invulnerable Save, Jump Packs, Living Metal, Walker.*

SAUTEKH SCYTHE CLASS HARVEST SHIP

<u>Type</u>	<u>Speed</u>	<u>Armour</u>	<u>Close Combat</u>	<u>Firefight</u>
Spacecraft	-	-	-	-
<u>Weapon</u>	<u>Range</u>	<u>Firepower</u>	<u>Notes</u>	
Orbital Bombardment	-	4BP	Macro Weapon	
2 x Pin-point Attackl	-	MW2+	TitanKiller (D3)	

Notes:*Transport (may carry four Monoliths plus one Megalith to transport them)*

NECRON CAIRN CLASS TOMB SHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	-	-	-	-
Weapon	Range	Firepower	Notes	
Orbital Bombardment	-	10BP	Macro Weapon	
3 x Pin-point Attackl	-	MW2+	TitanKiller (D3)	

Notes: *Slow and steady. Transport (may carry twelve Monoliths plus three Megaliths to transport them)*