



Great Crusade Necron Rule Set

HQ

THE SCARAB LORD NECRON LORD OF SHRIVOS 450 points

WS BS S T W I A LD Sv

The Scarab Lord 7 4 6 6 5 4 5 10 2+

Unit Composition: 1 Scarab Lord (Unique)

Unit Type: Infantry

Wargear: Warscythe, Gaze of Flame, Nightmare Shroud, Resurrection Orb

Special Rules

Necron, Eternal Warrior, Independent Character, 4+ Invulnerable Save, Furious Charge

Lord of Scarabs: The Scarab Lord may start the game in reserve. When he becomes available he may replace a unit of Scarabs anywhere on the table and may immediately act as normal. Alternatively he may enter play using the Deep Strike special rules. At the start of each turn the Scarab Lord may be removed from the table (leaving any engaged enemy models behind) and replace a unit of Scarab Swarms anywhere on the table. He may then immediately act as normal. Up to two units of Scarabs may be taken per Fast Attack choice in an army led by the Scarab Lord.

Skin Crawl: The Scarab Lord may move into base contact with a Scarab Swarm and at the start of the Shooting phase may drain wounds from the Scarab Swarm unit to increase the wounds available to himself. This process destroys the entire Scarab Swarm unit, regardless of the number of wounds taken

from it. The Scarab Lord may not increase his wounds above ten.

THE DARK EMISSARY 150 points

WS BS S T W I A LD Sv

Dark Emissary 5 5 5 5 3 4 3 10 3+

Unit Composition: 1 Dark Emissary (Unique)

Unit Type: Infantry

Wargear: Warscythe with built-in gauss blaster

Special Rules

Necron, Deep Strike, Independent Character

Cohort: Up to three units of Necron Warriors, a unit of Immortals and a unit of Tomb Guardians may be included in an army which includes the Dark Emissary. Each unit taken counts as an Elites choice and may not count as Scoring.

Hybrid Technology: One appropriately modeled unit of Infantry in the army may be given the Necron special rule and their weaponry gains the Gauss rule. The unit cannot be joined by any unit other than the Dark Emissary.

Hunter 120 points

WS BS S T W I A LD SV

1 5 1 5 3 2 5 10 3+

Unit Type: Infantry

Wargear: Eldritch Lightning

Special Rules

Fearless

Ponderous: The Hunter hovers over the battlefield by unknown means, avoiding the dangers associated with terrain as it slowly advances towards the enemy. The Hunter has the Slow and Purposeful USR. In addition the Hunter can move over all other models and terrain freely given that it's Slow and Purposeful roll was high enough to allow it to. It may not end it's move on top of other models or impassable terrain, except if it can end it's move on top of impassable terrain if it is actually possible to place the model on top of it.

Null Zone: Psykers near the Hunter find their powers weakened as the Warp energy is drained from the area while a constant pounding within their heads robs them of the focus needed to control their powers. Any enemy psyker that takes a psychic test within 12" of a Necron Hunter must take the test on 3D6 instead of 2D6. Should the psyker suffer a Perils of the Warp attack the psychic ability used automatically fails (even if a double 1 is rolled) and the psyker must wait a turn before using the ability again. In addition the Hunter and any friendly unit within 12" of the Hunter receives a 4+ Invulnerable save against any psychic powers directed towards it.

Eldritch Lightning: Ghostly traces of electricity web across the surface of the Hunter striking out at those who would attack it and destroying incoming missiles. As the amount of Warp energy consumed increases so to does the intensity of the baleful lightning. The Hunter counts as having a Lightning Field as can be found in the Necron armory as well as a 5+ cover save. In addition during the shooting phase the Hunter can direct the energies arcing across its surface in a powerful Lightning Blast. Range 18" strength 5 AP 3 assault 6, pinning. For every psychic ability successfully avoided due to the Null Zone special rule add +1 to the strength of the Hunter's Lightning Field and Lightning Blast. This is cumulative up to a total of S D

Overlord 80 points

WS BS S T W I A LD SV
4 4 5 5 3 2 3 10 3+

Unit composition: 1 Overlord

Unit type: Infantry

Wargear: staff of light

Options: may upgrade to a phaeron (gains relentless and applies to any unit they join) for +20 points.

May replace the staff of light for hyperphase sword for free, gauntlet of fire for +3 points, voidblade for +7 points, or warscythe for +10 points. May take phylactery for +10 points, mindshackle scarabs and/or sempiternal weave for +15 points, tesseract labyrinth for +20 points, tachyon arrow and/or resurrection orb for +25 points, and/or phase shifter for +30 points

Special rules

Independent character, reanimation protocols, ever living

Lord 60 points

WS BS S T W I A LD SV
4 4 5 5 2 2 2 10 3+

Unit composition: 1 Lord

Unit type: Infantry

Wargear: staff of light

Options: May replace the staff of light for hyperphase sword for free, gauntlet of fire for +3 points, voidblade for +7 points, or warscythe for +10 points. May take phylactery for +10 points, mindshackle scarabs and/or sempiternal weave for +15 points, tesseract labyrinth for +20 points, tachyon arrow and/or resurrection orb for +25 points, and/or phase shifter for +30 points

Special rules

Independent character, reanimation protocols, ever living

Destroyer lord 120 points

WS BS S T W I A LD SV
4 4 5 6 3 2 3 10 3+

Unit composition: 1 destroyer Lord

Unit type: jetbike

Wargear: warscythe

Options: may replace warscythe for gauntlet of fire or staff of light for free, or a voidblade for +5 points. May take mindshackle scarabs and/or sempiternal weave for +15 points, and/or tachyon arrow and/or resurrection orb for +25 points.

Special rules

Independent character, reanimation protocols, ever living, preferred enemy everything

TOMB GUARDIANS 180 points

WS BS S T W I A LD Sv
Tomb Guardian 5 4 5 5 1 4 2 10 3+

Unit Composition: 5 Tomb Guardians

Unit Type: Infantry

Wargear: Warscythe with built in gauss blaster

Options: The unit may be joined by up to 5 additional Tomb Guardians at +36 points each.

Special Rules

Necron, Deep Strike, Phalanx Commanders – May be taken as HQ choice unless army includes a

Necron Lord or the Scarab Lord, Entrusted Wardens - Tomb Guardians are scoring units in armies where the Scarab Lord is present.

Elites

FINGERBONES 150 points

WS BS S T W I A LD Sv

Fingerbones 5 4 6 4 3 6 4 10 4+

Unit Composition: 1 Fingerbones (Unique)

Unit Type: Jump Infantry (Jet Pack)

Wargear: Warscythe with built-in gauss blaster, Assault Grenades, Phase Shifter

Special Rules

Necron, Infiltrate, Fleet, Hit and Run, Scout, Stealth, Move Through Cover

Designated Target: Nominate a single enemy unit. Fingerbones gains Preferred Enemy against that unit.

Additionally, so unnerved are they by the realization that they are its prey, the targeted unit reduces its leadership value by D3 for the duration of the battle.

Cloak of Shadows: Enemy units targeting Fingerbones must use the Night Fighting rules.

Phase Out: At the end of any Assault phase, Fingerbones may be removed from play and placed into reserve. It may then re-enter play as a reserve using the Deep Strike rules once it is available again. If the game ends before Fingerbones re-enters play it counts as destroyed.

HARVESTER 130 points each

WS BS S I A FRONT SIDE REAR

Harvester 4 4 6 3 2 12 12 12

Unit Composition: 1 to 3

Vehicle Type: Walker (although the Harvester actually floats, it operates for all intents and purposes as a Walker).

Wargear: War Scythe, Hull mounted Heavy Gauss Cannon, Disruption Field

Special Rules

Living Metal, Deep Strike, Move Through Cover

Touch of Death: The Harvester counts as armed with a power weapon. In addition, if a model suffers any unsaved wounds from the Harvester's close combat attacks, it must immediately take a Leadership test for each wound suffered (on its own Leadership value, the model cannot use another model's Ld for this test). If any of these tests are failed, the victim suffers instant death.

SHADOW DESTROYER 195 Points

WS BS S T W I A LD Sv

Shadow Destroyer 4 4 4 5 1 2 2 10 3+

Unit Composition: 3 Shadow Destroyers

Unit Type: Jetbike

Wargear: Claws and a Gauss Cannon, Disruption Field

Options: The unit may be joined by up to 7 additional Shadow Destroyers for 65 points each.

Special Rules

Necron, Cloak of Shadows (enemy targeting them must use the Night Fighting rules), Flankers (The unit has the Scout special rule but may not be joined by Independent Characters)

Cryptek 50 points

WS BS S T W I A LD SV

4 4 4 4 1 2 1 10 4+

Unit Composition: 2 Crypteks

Unit type: infantry

Wargear: staff of light

Options: may include 3 more Crypteks for 25 points each. Any Cryptek may upgrade to a Harbinger of despair and auto exchange their staff of light for an abyssal staff for +5 points per model. Once upgraded to a Harbinger of despair may take a nightmare shroud for +5 points per model and/or veil of darkness for +20 points per model. Any cryptek may be upgraded to a harbinger of destruction auto exchange their staff of light for eldritch lance for +10 points per model. Once upgraded to harbinger of destruction may take gaze of flame for +5 points per model and/or solar pulse for +10 points per model. Any cryptek may be upgraded a harbinger of eternity replacing the staff of light for an aeonstave for free. Once upgraded to harbinger of eternity may take a chronometron for +10 points per model and/or timesplinter cloak for +20 points per model. Any cryptek may be upgraded to a harbinger of the storm replacing the staff of light for a voltaic staff for free. Once upgraded to a harbinger of the storm may take a lightning field for +5 points per model and/or an ether crystal for +15 points per model. Any cryptek may be upgraded to a harbinger of transmogrification and exchange their staff of light for a tremorstave for +5 points. Once upgraded to a harbinger of transmogrification may take a seismic crucible for +5 points per model and/or harp of dissonance for +15 points per model.

Special rules

Ever living, reanimation protocols

Deathmarks 55 points

WS BS S T W I A LD SV
4 4 4 4 1 2 1 10 3+

Unit Composition: 3 Deathmarks

Unit type: infantry

Wargear: synaptic disintegrator

Options: may include up to 7 more deathmarks for 18 points each.

Special rules

Reanimation protocols, deep strike, ethereal interception, hunters from hyperspace

Lychguards 100 points

WS BS S T W I A LD SV
4 4 5 5 1 2 2 10 3+

Unit Composition: 5 lychguards

Unit type: infantry

Wargear: warscythe

Options: may include 5 more lychguards for 20 points each. Any lychguard may upgrade their warscythe for a hyperphase sword and dispersion for +5 points per model.

Special rules

Reanimation protocols

Triarch Praetorians 100 points

WS BS S T W I A LD SV
4 4 4 4 1 2 1 10 3+

Unit Composition: 5 Triarch Praetorians

Unit type: Jump infantry

Wargear: rod of covenant

Options: may include 5 more 5 Triarch Praetorians for 20 points each. The entire squad may exchange

their rod of covenant for voidblades and particle casters for free.

Special rules

Reanimation protocols, fearless

Triarch stalker 125 points each

Front Side Rear WS BS S I A

11 11 11 4 4 7 2 3

Unit Composition: between 1 and 5 Triarch Stalkers

Unit type: walker, opened topped

Wargear: heat ray, quantum shielding

Options: may exchange heat ray for particle shredder for +5 points per model or twin linked heavy gauss cannon for +10 points per model

Special rules

Living metal, move through cover, targeting relay

Dedicated transports

Catacomb command barge 60 points

Front Side Rear BS

11 11 11 4

Unit Composition: 1 Catacomb command barge

Unit type: skimmer, fast, opened topped

Transport capacity: 1 independent character

Wargear: tesla cannon (range 24" strength 6 AP - assault 2, for every shot that hits on a 6 the enemy model suffers 2 additional automatic hits), quantum shielding (adds +2 to the front and side armor until the vehicle suffers a penetrating hit)

Options: may exchange the tesla cannon for a gauss cannon for free

Special rules

Living metal

Sweep attack: if the Catacomb command barge passes over an enemy unit the unit being transported may attack it hitting on a 3+

Symbiotic repair: if the Catacomb command barge suffers an immobilization or weapon destroyed result the embarked model may reduce one wound to repair it

Ghost Ark 90 points

Front Side Rear BS

11 11 11 4

Unit Composition: 1 Ghost Ark

Unit type: skimmer, opened topped

Transport capacity: 10

Wargear: two gauss flayer arrays (5 Gauss Flayers but both arrays may fire on different targets), quantum shielding (adds +2 to the front and side armor until the vehicle suffers a penetrating hit)

Special rules

Living metal

Repair: any necrons that fall within 12" of a ghost ark may be repaired on a 2+

Night Scythe 100 points

Front Side Rear BS

11 11 11 4

Unit Composition: 1 Ghost Ark

Unit type: skimmer, fast

Transport capacity: 10

Wargear: twin linked Tesla Destructor (range 24" strength 7 AP - Assault 4, for every shot that hits on a 6 the enemy model suffers 2 additional automatic hits, roll a D6 after shots hit. On a 4 enemy units within 6" of the first unit hit suffer D6 strength 5 AP - hits)

Special rules

Living metal, deep strike, supersonic, aerial assault

Troops

TOMB WARDEN 95 Points each

WS BS S T W I A LD SV

5 3 5 7 3 4 3 10 3+

Unit Composition: 1-3 Tomb Wardens

Unit Type: Monstrous Creature

Weapons: Claws, 2 Gauss Blasters (counts as single twin linked Gauss Blaster)

Options: May exchange it's Gauss Blasters with a single Gauss Flux Arc for 15 pts. May purchase the ability to regenerate for 25 pts (Regenerate: Should the Tomb Warden suffer a wound it may attempt to repair itself. At the end of the owning players turn roll a D6, on a 1-3 the attempt has failed, on a 4-6 the attempt was successful. Note that the failure to repair a wound in one turn does not mean the same wound cannot be repaired in a subsequent turn.)

SPECIAL RULES

Command Directive

Tomb Wardens may operate independently or as a squad. Independent Characters may never join Tomb Wardens and Tomb Wardens may only join other Tomb Wardens.

Monstrous Creature: A massive construct the Tomb Warden will stop at nothing to destroy that which threatens its charge, no building, vehicle or creature can stand in its way.

Fearless: Whatever cold sentience lurks within its black shell this fell machine holds no emotion, no fear and no pity. Only a simple drive to kill.

Furious Charge: The Tomb Warden knows nothing but destruction, it is a machine of war that will destroy any trespassers. Its silent charge unnerving its foes as its momentum sends it crashing into their ranks.

Stasis Mode: As the protectors of the C'tans greatest secrets the Tomb Warden will stand motionless for centuries defending its charge, should it detect any threat it immediately react. Few survive to tell just how quickly. If the Tomb Warden is able to claim an objective at the beginning of it's movement phase the owning player may choose for the Warden to enter into a protective stasis mode effective immediately. The Tomb Warden may no longer move but gains a 4+ invulnerable save that may always be used and can

never be negated. In addition the Tomb Warden loses the Furious Charge USR and gains the Counter Charge USR. The Tomb Warden may still fight and shoot as normal.

The owning player may disengage the Tomb Warden from its stasis mode at the beginning of any of their own subsequent movement phases unless it is locked in close combat. It will then lose it's 4+ invulnerable save as well as the Counter Charge USR and will regain the Furious Charge USR. The owning player may put the Tomb Warden in and out of stasis mode multiple times throughout the course of a game should they choose to

Pariahs 120 points

WS BS S T W I A LD SV

4 4 5 5 1 3 1 10 3+

Unit composition: 4 Pariahs

Unit type: infantry

Wargear: warscythe with built in gauss blaster

Options: may include 16 more Pariahs for 30 points each

Special rules

Fearless

Soulless: any enemy units within 18" have 7 unless less than that

Psychic Abomination: psychic powers do not work on pariahs and cannot be used within 12" of a pariah

Warriors 65 points

WS BS S T W I A LD SV

4 4 4 4 1 2 1 10 4+

Unit composition: 5 warriors

Unit type: infantry

Wargear: gauss flayer

Options: may include 25 more warriors for 13 points per models

Special rules

Reanimation protocols

Immortals 48 points

WS BS S T W I A LD SV

4 4 4 4 1 2 1 10 3+

Unit composition: 3 Immortals

Unit type: infantry

Wargear: gauss blaster

Options: may include 15 more Immortals for 16 points each. The whole squad may exchange their gauss blasters for tesla carbines for free.

Special rules

Reanimation protocols

Fast attack

Wraiths 35 points each

WS BS S T W I A LD SV

4 4 6 4 2 2 3 10 3+

Unit composition: between 1 and 10 wraiths

Unit type: jump infantry

Wargear: phase shifter

Options: any model may take particle caster for free, whip coils for +5 points per model, or a transdimensional beamer for +10 points per model.

Special rules

Wraithflight, phase attacks, fearless

THE ITCH MAN +59 points

WS BS S T W I A LD Sv

The Itch Man 5 4 6 4 3 6 4 10 3+

Unit Composition (Unique): One Wraith in the army may be replaced with The Itch Man.

Unit Type: Jetbike

Wargear: Claws and Injector Tail

Special Rules

Necron, Phase Shift (3+ Invulnerable save and equipped with Assault Grenades), Wraithflight (See Codex Necrons pg 19)

I've Got You Under My Skin: Every model slain by the Itch Man must take a Toughness test. For each test failed roll a D3. At the end of the assault phase place a Scarab swarm unit with the number of bases equal to the total number generated by failed Toughness tests that turn. The new Scarab Swarm must be placed within 6" of the Itch Man but cannot be within 1" of an enemy unit. Models unable to be placed are lost.

Acanthrites 135 points

WS BS S T W I A LD SV

4 4 4 5 3 2 2 10 3+

Unit Composition: 3 Acanthrites

Unit Type: Jump Infantry

Wargear: voidblade, cutting beam (range 12" strength 6 AP 2 assault 1, melta)

Options: may include 6 more Acanthrites for 45 points each

Special rules

Entropic strike, fearless, rending, stealth

Tomb Blades 20 points

WS BS S T W I A LD SV

4 4 4 5 1 2 1 10 4+

Unit Composition: 1 Tomb Blade

Unit type: jetbike

Wargear: twin linked tesla carbine

Options: may include 9 more tomb blades for 20 points per model. The entire unit may exchange their tesla carbines for twin linked gauss blasters for free or particle beamers for +5 points per model. Any tomb blade may take nebuloscopes for +5 points per model, and/or shadowlooms and/or shield vanes for +10 points per model

Special rules

Reanimation protocols

Destroyers 30 points

WS BS S T W I A LD SV

4 4 4 5 1 2 1 10 3+

Unit Composition: 1 Destroyer

Unit type: jetbike

Wargear: gauss cannon

Options: may include 9 more destroyers for 30 points per model

Special rules

Reanimation protocols, preferred enemy everything

Heavy Destroyers 50 points

WS BS S T W I A LD SV

4 4 4 5 1 2 1 10 3+

Unit Composition: 1 Heavy Destroyer

Unit type: jetbike

Wargear: heavy gauss cannon

Options: may include 4 more heavy destroyers for 50 points per model.

Special rules

Reanimation protocols, preferred enemy everything

Spyder 40 points

WS BS S T W I A LD SV

4 4 4 5 1 2 1 10 3+

Unit Composition: 1 Spyder

Unit type: monstrous creature

Wargear: scarab hive

Options: may include 4 more spyders for 40 points per model. Any spyder may take fabricator claw array for +5 points per model, gloom prism for +10 points per model, or twin linked particle beamer for +20 points per model

Special rules

Fearless

Scarabs 30 points

WS BS S T W I A LD SV

2 2 3 3 3 2 4 10 5+

Unit Composition: 3 Scarab swarms

Unit type: beasts

Options: may include 27 more scarab swarms for 10 points per base

Special rules

Fearless, swarms, entropic strike

Self destruct: may detonate scarab swarms in base contact with enemy models. All enemy models are struck by a strength 4 AP 2 hit, against vehicles this attack also is melta

Doom Scythe 155 points each

Front Side Rear BS

11 11 11 4

Unit Composition: between 1 and 20 Doom Scythes

Unit type: flyer

Wargear: Death Ray (range 12" strength 10 AP 1 heavy 1, as soon as the shot hits roll 3D6 and draw a line from where it first hit. All enemy models in that area are hit by the death ray), twin linked Tesla Destructor (range 24" strength 7 AP - Assault 4, for every shot that hits on a 6 the enemy model suffers 2 additional automatic hits, roll a D6 after shots hit. On a 4 enemy units within 6" of the first unit hit suffer D6 strength 5 AP - hits)

Special rules

Deep strike, supersonic, aerial assault, living metal

Heavy Support

NECRON TOMB STALKER 195 points each

WS BS S T W I A L D S V

Tomb Stalker 4 4 6 7 5 4 4 10 3+

Unit Composition: 1 to 5 Tomb Stalkers

Unit Type: Monstrous Creature

Wargear: Two Gauss Flayers

Special Rules

Fearless

Sense Cluster: Tomb Stalkers have the Night Vision universal special rule.

Brutal Assault: The Tomb Stalker itself is a weapon; a mass of bladed limbs and razor-sharp armor plates. It gains +2 attacks on a turn in which it assaults as opposed to the usual +1.

War Construct: The Tomb Stalker is a huge mass of shifting pseudo-metal, with little vulnerability except to the massive use of force. Sniper weapons, attacks with the Poisoned ability and the like, only wound the Tomb Stalker on a 6 (as opposed to a 4+, 2+ etc, as would normally be the case).

Phase Tunnelling: The Tomb Stalker is extraordinarily fast, and carries inbuilt phase field projectors allowing it to pass easily through inert matter, boring its way through rock and stone, and effortlessly passing through debris and rough terrain as it moves. As a result it has the Fleet, Deep Strike, Move Through Cover and Hit and Run universal special rules.

NECRON OBELISK 160 points each

BS FRONT SIDE REAR

4 13 13 13

UNIT: 1 to 5 Obelisks

TYPE: Tank, Skimmer

WEAPONS AND EQUIPMENT: 1 Particle Whip (range 24" strength 9 AP 3 Ordnance 1, 5" Blast Models directly under the blast marker's central hole are struck at AP: 1

SPECIAL RULES

Living Metal: The Obelisk is constructed of the same living metal as the Monolith - see Codex: Necrons for details.

Stable Skimmer: The Obelisk glides steadily and silently just above ground level. It does not benefit from the Skimmers Moving Fast rule. If immobilized at any speed, it will not crash but settles to the ground and continues to fight from there.

Power Matrix: The Obelisk is capable of focusing powerful energy. It may fire the Power Matrix's Particle whip regardless of how far it moved, even if it suffered a Crew Shaken and Crew Stunned critical result. The Power Matrix cannot be destroyed and treats all Weapon Destroyed results as Crew Stunned instead.

Deep Strike:: A Necron attack often will see Obelisks teleporting to the surface in the role of advanced scouts. An Obelisk may be deployed by deep strike if the special rules for the mission being played include it. Because of Necron advanced teleporting abilities, An Obelisk will not deviate within 1" of an enemy unit, friendly units, or impassable terrain.

Decimator 160 points

WS BS S T W I A L D S V

4 4 7 6 3 2 3 10 3+

Unit Composition: 1 Decimator

Unit Type: Monstrous Creature

Wargear: close combat weapon

Options: The decimator must take one of the following; Flux Caster (range 18" strength 5 AP 4 Heavy 2D6, pinning, rending) +20 points, Particle lance (range 36" strength 9 AP 1 heavy 1, lance) +35 points, Quasar cannon (range 24" strength 5 AP 4 assault 1, large blast, ignores cover, pinning) +25 points, Solar Flare (range template strength 6 AP 3 assault 1) +20 points, Swarm Caster (range 18" strength 3 AP 5 assault 2D6, Once damage has been resolved, you may place a single unit of 2D6 Scarab Swarms in base contact with the target unit. These Scarabs count as having assaulted this turn and have no upgrades) +20 points. May include 4 more decimators for +140 points each.

Special Rules

5+ invulnerable save, feel no pain, Necron

Gargantuan: Decimators may not be teleported through a Monolith Portal (they're simply too big!)

Doomsday Ark 150 points each

Front Side Rear BS

11 11 11 4

Unit Composition: between 1 and 5 Doomsday Arks

Unit type: skimmer, opened topped

Wargear: doomsday cannon (full burst: range 72" strength 9 AP 1 heavy 1, 5" blast. Flux burst: range 36" strength 7 AP 3 heavy 1, 3" blast), two gauss flayer arrays (5 Gauss Flayers but both arrays may fire on different targets), quantum shielding (adds +2 to the front and side armor until the vehicle suffers a penetrating hit)

Special rules

Living metal

Annihilation Barge 80 points each

Front Side Rear BS

11 11 11 4

Unit Composition: between 1 and 10 Annihilation Barges

Unit type: skimmer, opened topped

Wargear: twin linked Tesla Destructor (range 24" strength 7 AP - Assault 4, for every shot that hits on a 6 the enemy model suffers 2 additional automatic hits, roll a D6 after shots hit. On a 4 enemy units within 6" of the first unit hit suffer D6 strength 5 AP - hits), tesla cannon (range 24" strength 6 AP - assault 2, for every shot that hits on a 6 the enemy model suffers 2 additional automatic hits), quantum shielding (adds +2 to the front and side armor until the vehicle suffers a penetrating hit), quantum shielding (adds +2 to the front and side armor until the vehicle suffers a penetrating hit)

Options: may exchange the tesla cannon for a gauss cannon for free

Special rules

Living metal

Monolith 180 points each

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 10 monoliths

Unit type: tank, skimmer

Wargear: 4 gauss flux arcs, particle whip

Special rules

Deep strike, living metal, eternity gate

Super heavies

Gauss Pylon 420 points each super heavy

Front Side Rear BS

14 14 14 4

Unit Composition: between 1 and 5 Gauss Pylons

Unit type: Super heavy immobile artillery

Wargear: Gauss Annihilator (Focused: range 120" strength D AP 1 heavy 3, AA. Flux Arc: range 48" strength 6 AP 1 Heavy 2D6, rending)

Special rules

Living metal

Phase shift generator: provides a 3+ invulnerable save to all necrons within 12"

Massive TOMB STALKER 500 Points each

WS BS S I A FRONT SIDE REAR

Tomb Stalker 4 4 10 2 3 13 13 13

Unit Composition: 1 to 3

Vehicle Type: Super Heavy Walker

Structure Points: 2

Phase Shift Generator: 4+ Inv Save against shooting attacks

Wargear: Maw mounted Particle Whip, Tail mounted Gauss Annihilator, Two Claw mounted Gauss Flensers

Special Rules

Living Metal, Deep Strike (C:N pg 21)

Monstrous Power: The Tomb Stalker ignores all 'Driver Stunned' and 'Gun Crew Shaken' results

Tail Gauss Annihilator (Primary Weapon): Range: 120" Str 10 AP 1 Heavy 2, Gauss

Gauss Flenser: Range: Template Str 6 AP 3 Assault 1, Gauss

DOOMSDAY OBELISK OF SHRIVOS 600 points

BS FRONT SIDE REAR

Doomsday Obelisk 4 14 14 14

Unit Composition: 1 (Unique)

Vehicle Type: Super Heavy Vehicle, Open Topped

Structure Points: 4

Phase Shift Generator: 4+ Inv Save against shooting attacks

Wargear: Turret mounted Gauss Annihilator, Power Matrix (may fire as a Gauss Obliterator instead of a Particle Whip)

Special Rules

Living Metal, Deep Strike (C:N pg 21), Power Matrix (C:N pg 21)

Seat of the Scarab Lord: The Doomsday Obelisk ignores all damage results except Structural Damage and Chain Reaction results.

Awaken My Legion!: The power of the Scarab Lord reaches out across the planet, summoning his legions to his side once again. At the start of each turn that the Doomsday Obelisk is present roll a D6 and see what it has summoned. You must have the summoned models available in your collection to deploy on the battlefield. If you do not then no unit is generated that turn. If the Scarab Lord himself is also present on the battlefield, you may re-roll the result. The summoned models must be placed in an existing unit of their type on the battlefield and come with disruption fields if the unit they reinforce does so. If there is no unit of their type on the battlefield, no unit is generated that turn.

1 – Power Failure!- The Obelisk draws power from its Phase Shifter and Power Matrix. It may not use

either this turn.

2 – D3 Scarab Swarm Bases

3 – D3+1 Necron Warriors

4 – D3+2 Necron Warriors

5 – D3+3 Necron Warriors

6 – D3+4 Necron warriors

Doomsday Gauss Annihilator (May fire in either mode)

Focussed Beam mode: Range: 120" Str 10 AP 1 Heavy 2

Flux Arc mode: Range: 18" Str 6 AP 4 Heavy D6, Gauss, Fires at every enemy unit in range

Gauss Obliterator

Range: 72" Str 9 AP 3 Ordnance 1, Gauss, Large Blast

Tomb Crawler 1000 points each

WS BS S I A front Side Rear

5 6 6(10) 2 6 14 13 12

Unit Composition: 1-2

type: super heavy walker

structure points: 3

wargear: 4 dreadnought close combat weapons.

Options: the spyder may have up to 4 additional close combat weapons at + 35 points each. it may also have a crystalline abdomen at + 60 points it may be fired as a Gauss annihilator or particle at double the range and strength 10 and AP 1. the spyder, instead of having any additional combat weapons can have any ranged weapons from the list below:

twin linked gauss cannon +30

twin linked heavy gauss cannon +50

the spyder may replace any of its close combat weapons with any of the weapons above.

if the spyder has 2 or more gauss cannons it gains AP 3 against infantry only. if the spyder has 2 or more heavy causs cannons it gains tank hunters. if all of the spyders legs are combat weapons then it gains I 5, furious charge and preferred enemy against all foes.

special rules

living metal, nightshroud (night fighting when shooting at it),4+invulnerable

GAUSS ANNIHILATOR RANGE STRENGTH AP TYPE

FOCUSED BEAM 120" D 2 HEAVY 3 PRIMARY

FLUX ARC 18" 6 3 HEAVY D6*

when firing the gauss annihilator, choose which type of mode you are firing. when firing the flux arc, it will fire at every unit within 18"

Abattoir 2500 points Super Heavy

Front Side Rear BS

14 14 14 4

Type: Tank, Skimmer

Structure: 10 points.

Crew: unknown

Void Shields: None

Transport: Special

Fire Points: The Abattoir is not built for passengers to fire out of and has no fire points. However, models may take up position on its upper surface

Access Points: An Abattoir can only be entered from directly underneath or via one of the portals on its

surface.

Weapons: See Below

SPECIAL RULES

Massive: The Abattoir is a massive vehicle, and will crush everything in its path. A Abattoir ignores difficult and dangerous terrain effects and may not be locked in combat, except by other war machines.

Mobile Fortress: An Abattoir is essentially a mobile city block. The Abattoir is a Mobile Fortress.

Monolith: An Abattoir uses the following rules from the Monolith entry in Codex Necrons: Living Metal, and Ponderous.

Scavenging tentacles: The underside of the Abattoir is covered with a huge number of metallic grasping arms which seek out damaged necron organisms and feed them into a large central portal underneath its main structure. The purpose of this is unknown. However, it is known that any no nonnecron entity caught by the them has ever returned. Any enemy unit within 12” of the footprint of the Abattoir (but not on its surface) during its shooting phase is hit by either D6 Str 5 AP 4 hits, or one Str 10, AP 1 hit. Each weapon destroyed results reduce the number of attacks of the first type by –1 or the second type by 1 strength.

Power Hub: An Abattoir is the central hub in a Necron power network and its principle purpose is to keep that network functioning. Each of the four corner pyramids of the Abattoir has the Power Matrix special rule from the Monolith entry in Codex Necrons. However, the Abattoir is so powerful it has a third option available to each of those pyramids

3. In the assault phase, it may generate a squad of 3 scarab bases which are placed in contact with the portal. The central pyramid is even more powerful and also uses the Power Matrix special rule. However its third option is different.

3. In the assault phase, it may generate a single tomb spider which is placed in contact with the portal. The central pyramid may also perform any TWO actions, instead of a single one like a monolith or smaller pyramid. Any or all pyramids may target its particle whip at a unit onboard the Abattoir as a defensive weapon.

Network Hub: So long as the Abattoir is still functioning, any Necron Unit which phases into any portal within 18” may exit any portal anywhere on the battlefield, it does not need to exit the same portal that it entered. Both the entrance and exit portals, however, may not use any other ability that turn.

However, up to 5 squads may pass through a single portal each turn using this ability.

Power Failure: An Abattoir is very difficult to destroy, but will start to malfunction as it takes damage. For every 2 structure points of damage the Abattoir takes, one of its outer pyramids will stop functioning. Further, any Necrons which are phased out or in reserve when the Abattoir is destroyed, will not be able to return.

Super-Scarab 2500 points each Super Heavy

Front Side Rear WS BS S I A

14 14 14 2 4 10 2 7

Unit Composition: 1 to 3

Vehicle Type: Super Heavy Walker

Structure Points: 4

Phase Shift Generator: 4+ Inv Save against shooting attacks

Wargear: Hull mounted Gauss Accelerator Cannon with 180 degree arc, Super-Flux-Arc,

Turret mounted Heavy Particle Whip, 4 Sponson mounted Twin-linked Gauss Blasters

Special Rules

Production Line: The Super-Scarab is not only a war-machine, it is also produces Necrons at an astounding rate. At the start of every turn, roll 2D6 and consult the chart:

2: Nothing

3-4: 3D6 Scarabs

5-6: 3D6 Warriors

7: D6+4 Immortals

8: D6+4 Pariahs (this does not count towards their 0-1 limit)

9: D6+4 Flayed Ones

10: D6 Destroyers or Heavy Destroyers

11: Lord with up to 100pts of wargear

12: Choose result

New units are placed within 6" anywhere of the Super-Scarab. If you choose not to roll, then you may add +1 to the roll next turn.

Repair Scarabs: Every Necron unit with a model within 12" counts as being affected with a Resurrection Orb. Lords also have the Phycaetry upgrade

Gauss Accelerator Cannon

Dispersed Range 120" Strength 10 Ap1 Ordinance 1 10" Blast

Focused Range 72" Strength D Ap1 Ordinance 1 7" Blast, Destroyer

Pinpoint Range 60" Strength V Ap- Heavy 1 5" Blast, Vortex

Super Flux-Arc: S6 Ap4 *

*Causes 2D6 hits on every enemy unit within 18"

Heavy Particle Whip: Range 36" S9 Ap2 Ordinance D3 5" Blast

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