

NECRON CHARACTERS

FORMATION	UNITS	POINTS COST
0-1 Tomb Complex	Replace the Blitzkrieg objective on your side of the table with a Tomb Complex, this counts as an objective and a portal which may not be attacked or damaged in any way.	75
0-1 Supreme Commander	Replace one Necron Lord character in the army with a Necron Overlord character or One C'tan	50 300

NECRON PHALANXES

FORMATION	UNITS	UPGRADES	POINTS COST
Infantry Phalanx	Six Necron Warrior units and one Necron Lord character	Immortals, Pariahs, Tomb Spydery	225

NECRON SUPPORT FORMATIONS

(Up to two may be taken for each Necron Phalanx in the army)

FORMATION	UNITS	UPGRADES	POINTS COST
Destroyer Maniple	Six Necron Destroyer or Necron Heavy Destroyer units	Necron Lord	300
Flayer Maniple	Six Necron Flayed Ones units	Necron Lord, Pariahs, Tomb Spydery	200
Monolith Maniple	One Necron Monolith and two Necron Obelisks	Monoliths	200
Obelisk Maniple	Six Necron Obelisks	-	300
Wraith Maniple	Four Wraith units	-	200

NECRON UPGRADES

UPGRADE	UNITS	POINTS COST
Immortals	Add two Necron Immortal units	75
Necron Lord	Add one Necron Lord character	25
Monoliths	Replace one or two Necron Obelisks with Necron Monoliths	50 each
Pariahs	Add one Necron Pariah unit	50
Tomb Spydery	Add up to three Necron Tomb Spydery	50 each

NECRON HARVESTERS

FORMATION	UNITS	UPGRADES	POINTS COST
Necron Abattoir	One Necron Abattoir	-	650
Necron Aeonie Orb	One Necron Aeonie Orb	-	650
Necron Pylon	One Necron Pylon	-	200
Necron Warbarque	One Necron Warbarque	Necron Lord	300
0-1 Spacecraft	One Necron Scythe Class Cruiser	-	200

USING THE ARMY LIST

- Each allowed Necron upgrade can be taken once per formation.
- A maximum of up to a third of the points available to the army may be spent on Necron Harvesters.

CODEX NECRONS

Strategy Rating: 2

Initiative: 1+

Name	Type	Speed	Armour	C	F	Weapons	Range	Firepower	Notes
Necron Overlord	Ch	na	na	na	na	Staff of Light <u>or</u>	(15cm) Base Contact	Small Arms, +1A Assault Wpn, MW, +1A	Invulnerable Save, Supreme Commander
Necron Lord	Ch	na	na	na	na	Staff of Light <u>or</u>	(15cm) Base Contact	Small Arms, +1A Assault Wpn, MW, +1A	Invulnerable Save, Leader
Necron Warriors	Inf	15cm	4+	5+	4+	Gauss Flayers	15cm	AP5+/AT6+	Reanimate
Necron Immortals	Inf	15cm	4+	4+	3+	Gauss Blasters	15cm	AP4+/AT6+	Reanimate
Necron Flayed Ones	Inf	15cm	4+	3+	-	Claws	Base Contact	Assault Wpn	Infiltrator, Reanimate, Scout, Teleport
Necron Pariahs	Inf	15cm	4+	3+	3+	War Scythe <u>and</u>	15cm Base Contact	AP4+/AT6+ Assault Wpn, MW, +1A	Inspiring
Necron Destroyers	Inf	25cm	4+	6+	3+	2 × Gauss Cannon	30cm	AP4+/AT6+	Mounted, Reanimate, Skimmer
Necron Heavy Destroyers	Inf	25cm	4+	6+	4+	Heavy Gauss Cannon	30cm	AT3+	Mounted, Reanimate, Skimmer
Necron Wraiths	Inf	30cm	4+	4+	-	Wraith Claws	Base Contact	Assault Wpn, +1A	First Strike, Invulnerable Save, Jump Pack, Reanimate
Necron Tomb Spyder	AV	15cm	4+	4+	5+	Scarab Swarms <u>and</u> <u>or</u> Big Claws	30cm (15cm) Base Contact Base Contact	AP5+/AT5+, Ignore Cover Small Arms, Ignore Cover, +1A Assault Wpn, Ignore Cover, +1A Assault Wpn, MW	Fearless, Leader, Skimmer, Walker
Necron Monolith	AV	15cm	4+	6+	5+	Particle Whip Gauss Flux Arc	30cm (15cm)	AP4+/AT4+ Small Arms, +2A	Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour
Necron Obelisk	AV	30cm	5+	6+	5+	Particle Flail	45cm	AP4+/AT4+	Fearless, Reinforced Armour, Skimmer, Teleport, Thick Rear Armour
Necron Pylon	WE	0cm	4+	-	4+	Particle Accelerator <u>and</u> Gauss Flux Arc	120cm 90cm (15cm)	MW4+, TK(D3) AA4+, TK(D3) Small Arms, +2A	Fearless, Living Metal, Teleport, Thick Rear Armour Dam Cap: 2, Crit: Destroyed, units within 5cm hit on D6 roll of 5+.
Necron Warbarque	WE	20cm	4+	6+	4+	2 × Particle Cannon 2 × War Cannon 2 × Gauss Cannon Gauss Flux Arc	60cm 30cm 30cm (15cm)	AP5+/AT3+ AT4+ AP4+/AT6+ Small Arms, +2A	Commander, Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour Dam Cap: 3, Crit: Lose Portal, Further critical destroyed.
Necron Abattoir	WE	20cm	4+	2+	4+	3 × Scarab Swarms <u>and</u> <u>or</u> Harvesters	30cm (15cm) Base Contact Base Contact	AP5+/AT5+, Ignore Cover Small Arms, Ignore Cover, +1A Assault Wpn, Ignore Cover, +1A Assault Wpn, TK(D3), +2A	Fearless, Infiltrator, Living Metal, Portal, Skimmer, Thick Rear Armour Dam Cap: 8, Crit: Abattoir Auto Hit, units within 5cm hit on D6 roll of 5+.
Necron Æonic Orb	WE	20cm	4+	-	3+	Solar Flare <u>or</u>	90cm 90cm	MW3+, TK(2D3) 12BP	Fearless, Living Metal, Skimmer, Thick Rear Armour Dam Cap: 6, Crit: Orb Auto Hit, units within 5cm hit on D6 roll of 5+.
C'tan (The Nightbringer)	WE	15cm	4+	3+	5+	Lightning Arc Gaze of Death Scythe	30cm Base Contact Base Contact	MW4+ Assault Wpn, MW, +2A Assault Wpn, TK(D3), +2A	Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker Dam Cap: 3, Crit: C'tan hit, units within 5cm hit on D6 roll of 6.
C'tan (The Deceiver)	WE	15cm	4+	4+	4+	Despair Claws	45cm Base Contact	4BP, Disrupt Assault Wpn, TK(1), +2A	Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker Dam Cap: 3, Crit: C'tan hit, units within 5cm hit on D6 roll of 6.
Necron Scythe Class Cruiser	SC	na	na	na	na	2 × Pin-point Attack	na	MW2+, TK(D3)	-

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Necron Special Rules

- Reanimation Protocols** Units with the *Reanimate* ability that have been destroyed can regenerate. Formations can return one previously destroyed unit with the *Reanimate* ability to play in the end phase of each turn, either on or off the board. In addition, if a formation regroups on the board it can use the dice rolls to either return units with the *Reanimate* ability to play or to remove blast markers or both (e.g. if you rolled a two you could return two units to play, remove two blast markers or return one unit and remove one blast marker). Units reanimated on the board must be set up within 5 cm of an unreturned unit in their formation. Formations off board are restricted to using their regroup function to remove blast markers only.
- Implacable Advance** All formations in the army receive a +1 modifier to their action test roll when attempting a marshal action. Due to their steady, deliberate nature no formations in the army can take a march action.
- Phase Out** In the end phase of the turn, before any rallying, remove broken formations in the army from the board and into the reserves. Keep these formations separate from any destroyed units. All broken formations in reserve will then roll to rally (1.14.1). Formations that rally may re-enter the table the following turn through a portal, or with their teleport ability (2.1.17). If any formation fails to rally then it must remain in the reserves until it does rally. Formations in the army in reserve are considered destroyed for the Break Their Spirit goal and for the purpose of calculating tiebreaker victory points. With the exception of the C'tan, no War Engines in the army may phase out.
- Portals** Any formations in the army other than the Æonic Orb or the Abattoir may begin the game in reserve. Formations in reserve may enter play using their teleport ability, or via a portal using an action that allows movement. Measure the movement of any units in the formation using the portal as the starting point. Additionally, formations in the army may leave the board. Units in a formation that move into base contact with a portal may be placed into the reserves. Once in reserve units in a formation may either re-enter play immediately via another portal, provided they have movement available, or remain in reserve. If at the end of any move, a unit is out of formation it is destroyed (1.7.4). Portals can only be used by armoured 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.
- Living Metal** Living metal works like an invulnerable save (2.1.6) in all respects, except that this invulnerable save is at 4+. Against *Titan Killer* attacks a war engine makes an invulnerable save against each point of damage.
- May Not Garrison** No formations in a Necron army may be set up using the tournament game scenario garrison rule (6.1.5).

This reference sheet is completely unofficial and in no way endorsed by Games Workshop Limited.