**Necrons**

**By Gavin Brown (http://jodrell.org)**

A race of immortal, undead warriors clad in seemingly indestructible Living Metal, the Necrons have arisen from their aeons-long slumber to cleanse the stars of all living things and reclaim their rightful place as masters of the Galaxy. Wielding horrifying weaponry and gifted with arcane technologies, the Necrons seem to appear as if from nowhere, wreak devastation across entire worlds, and then disappear, as if they had never existed.

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| --- | --- | --- | --- | --- | --- |
| **Type** | **Grit\*** | **FV** | **SV** | **Speed** | **Notes** |
| Overlord | 2+/2+ | +5 | +5 | +2 | Leader. Terrifying [5pts]. May have Psyker powers\*\* @ 10pts each |
| Lord | 2+/2+ | +5 | +4 | +1 | Leader. Terrifying [5pts]. |
| Destroyer Lord | 2+/2+ | +5 | +4 | +2 | Leader. Terrifying [5pts]. Ignores terrain when moving. |
| Cryptek | 3+/3+ | +4 | +4 | +1 | Leader. Terrifying [5pts]. May have Psyker powers\*\* @ 10pts each. Medic [5pts]. |
| Immortal | 3+/2+ | +3 | +4 | +1 | Terrifying [5pts]. |
| Lychguard | 3+/2+ | +4 | +3 | +1 | Terrifying [5pts]. |
| Deathmark | 3+/4+ | +2 | +5 | +1 | Terrifying [5pts], Sniper. |
| Triarch Praetorian | 3+/3+ | +4 | +4 | +1 | Terrifying [5pts]. |
| Pariah | 3+/2+ | +4 | +3 | +1 | Terrifying [5pts]. Untouchable [5pts]. |
| Canoptek Wraith | 3+/2+ | +5 | +1 | +3 | Terrifying [5pts]. Ignores terrain effects when moving. |
| Canoptek Spyder | 2+/2+ | +3 | +2 | +2 | Terrifying [5pts]. Ignores terrain effects when moving. |
| Canoptek Scarabs | 4+/4+ | +3 | - | +2 | Terrifying [5pts]. |
| Destroyer | 2+3+ | +3 | +4 | +1 | Terrifying [5pts]. Ignores terrain effects when moving. |
| Flayed One | 3+/2+ | +4 | +1 | +0 | Terrifying [5pts]. |
| Warrior | 3+/2+ | +3 | +3 | +0 | Terrifying [5pts]. |

*\* Necrons have a special rule relating to their Grit rolls. A Necron Warrior's Grit roll is normally 3+, but when rolling after being knocked down, their Grit roll is reduced to 2+. If a Necron fails this roll, then they “phase out” and are removed from the game. The higher Grit value is used when determining points cost.*

*\*\* Necrons are not psychic per se, but possess arcane and unique technology, which to many mortals appears indistinguishable from magic. Necron Overlords and Crypteks may be given psyker powers, but players may assume that the effects of these powers are actually produced by their sufficiently advanced technology.*

**Armour**

|  |  |
| --- | --- |
| **Type**  | **Notes** |
| Standard Living Metal | [8+ to hit] |
| Resurrection Orb\* | [9+ to hit]. Confers the same armour on friendly models within 3”. |
| Dispersion Shield | [9+ to hit] |
| Phase Shifter | [10+ to hit] |
| Sempiternal Weave | [10+ to hit] |

*\* The Resurrection Orb is not a form of armour, but to reflect its ability to allow Necrons to regenerate, it is represented as a type of armour.*

**Weapons**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Weapon** | **Type** | **Bonus** | **Range** | **Cost** | **Notes** |
| Gauss Flayer | Heavy | +2 | 24” | 4 |  |
| Flayed One Blades | Heavy | +2 | - | 2 |  |
| Staff Of Light | Heavy | +3 | 12” | 3 |  |
| Warscythe\* | Heavy | +3 | 12” | 3 | Ranged + Melee |
| Hypherphase Sword | Heavy | +3 | - | 3 |  |
| Gauntlet Of Fire\*\* | Heavy | +3 | 12” | 3 | Template |
| Voidblade | Heavy | +3 | - | 3 |  |
| Synaptic Disintegrator | Heavy | +3 | 24” | 5 |  |
| Gauss Blaster | Heavy | +4 | 24” | 6 |  |
| Tesla Carbine | Heavy | +4 | 24” | 6 |  |
| Rod of Covenant | Heavy | +4 | 6” | 3 |  |
| Particle Caster | Heavy | +4 | 12” | 4 |  |
| Gauss Cannon | V Heavy | +5 | 24” | 7 |  |
| Heavy Gauss Cannon | V Heavy | +6 | 36” | 10 |  |

*\* The Warscythe is a melee-only weapon when used by a Necron Lord, but may be used as both a ranged weapon and melee weapon by Pariahs.*

*\*\* The Gauntlet Of Fire is both a melee weapon and a flame thrower, but does not suffer an armour penalty like other flame throwers.*

**Example Retinue – 200pts**

Necron Overlord Terrifying, Sempiternal Weave, Voidblade, Gauntlet Of Fire @

52pts.

Lychguard Terrifying, Living Metal, Warscythe @ 40 pts

2x Warriors Living Metal, Gauss Flayer @ 27pts

4x Scarab swarms @ 9pts