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

* *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.*
* *Necron Living Metal allows models to reroll failed Grit Rolls after taking a hit.*

**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** | **Grit Penalty** | **Cost** | **Notes** |
| Gauss Flayer | Heavy | +2 | 24” | -1 | 5 |  |
| Flayed One Blades | Heavy | +2 | - | -1 | 2 |  |
| Staff Of Light | Heavy | +3 | 12” | -2 | 5 | Ranged + Melee |
| Warscythe\* | Heavy | +3 | 12” | -2 | 5 | Ranged + Melee |
| Hypherphase Sword | Heavy | +3 | - | -2 | 5 |  |
| Gauntlet Of Fire\*\* | Heavy | +3 | 12” |  | 3 | Template |
| Voidblade | Heavy | +3 | - | -3 | 6 |  |
| 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” | -2 | 9 |  |
| Heavy Gauss Cannon | V Heavy | +6 | 36” | -2 | 12 |  |

*\* 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 – 207pts**

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

55pts.

Lychguard Terrifying, Living Metal, Warscythe @ 42 pts

2x Warriors Living Metal, Gauss Flayer @ 28pts

4x Scarab swarms @ 9pts