

## NECRON FORCES

Name	TYPE	SPEED	ARMOUR	CC	FF	WEAPON	RANGE	FIREPOWER	NOTES
Necron Lord	CH	n/a	n/a	n/a	n/a	Staff of Light OR	(15cm) (bc)	Small Arms, EA +1 Assault Weapons, EA +1, MW	Leader, Invulnerable save
Nemesor – Flayer King	CH	n/a	n/a	n/a	n/a	Orb of Distortion	(bc)	Assault Weapons, EA +1, TK (1)	Supreme Commander, Invulnerable save, Inspiring, Decurion (fearless)
Nemesor – Destroyer Overlord	CH	n/a	n/a	n/a	n/a	Staff of Light OR	(15cm) (bc)	Small Arms, EA +1 Assault Weapons, EA +1, MW	Supreme Commander, Invulnerable save, Decurion (+1 to INF Armour)
Nemesor – Catacomb Overlord	CH	n/a	n/a	n/a	n/a	Staff of Light OR	(15cm) (bc)	Small Arms, EA +1 Assault Weapons, EA +1, MW	Supreme Commander, Invulnerable save, Decurion (+1 to FF)
Destroyers	INF	25cm	4+	6+	3+	2x Gauss Cannon	30cm	AP4+/AT6+	Mounted, Necron, Skimmer
Heavy Destroyers	INF	25cm	4+	6+	4+	Heavy Gauss Cannon	30cm	AT3+	Mounted, Necron, Skimmer
Maynark Immortals	INF	15cm	4+	5+	3+	Gauss Blasters	15cm	AP4+/AT6+	Necron
Maynarkh Flayed Ones	INF	15cm	5+	3+	-	Claws	(bc)	Assault Weapons	Infiltrators, Necron, Scouts, teleport
Maynarkh Warriors	INF	15cm	5+	5+	4+	Gauss Flayers	15cm	AP5+/AT6+	Necron
Maynark Wraiths	INF	30cm	4+	4+	-	Claws	(bc)	Assault Weapons, EA +1	Teleport, First Strike, Invulnerable Save, Jump packs
Tomb Blades	INF	35cm	4+	6+	5+	Tw-linked Tesla Carbines	(15cm)	Small arms, EA +1	Mounted, Skimmer
Deathmarks	INF	15cm	5+	6+	5+	Synaptic Desintegrator	30cm	AP5+/AT6+, S	Necron, Scout, Teleport
<b>ARMoured VEHICLES</b>									
Annihilation Barge	AV	25cm	5+	6+	5+	Twin Tesla Destructor Tesla Cannon	30cm 30cm (15cm)	2x AP4+/AT5+ AP5+ Small arms, EA +1	Reinforced Armour, Skimmer
Catacomb Command Barge Lord	AV	25cm	5+	6+	4+	Gauss Cannon	30cm	AP4+/AT6+	Reinforced Armour, Skimmer, Commander.
Doomsday Ark	AV	25cm	5+	6+	5+	Doomsday Cannon Gauss Flayers Array	75cm 15cm	AP3+/AT3+ 2x AP5+/AT6+	Reinforced Armour, Skimmer
Ghost Ark	AV	25cm	5+	6+	5+	Gauss Flayers Array	15cm	2x AP5+/AT6+	Leader, Reinforced Armour, Skimmer, Transport (2 Sautekh Warrior units)
Obelisk	AV	30cm	5+	6+	5+	Particle Flail	45cm	AP4+/AT4+	Fearless, Reinforced Armour, Teleport, Thick Rear Armour, Skimmer
Maynark Tomb Spyder	AV	15cm	4+	5+	5+	Scarab Swarm AND OR Claws	30cm (15cm) (bc) (bc)	AP5+/AT5+, IC Small arms, EA +1, IC Assault Weapons, EA +1, IC Assault Weapons, EA +1, MW	Fearless, Leader, Skimmer, Walker, Decurion (+10cm Movement)
Triarch Stalker	AV	20cm	5+	5+	5+	Heat Ray AND	30cm (15cm)	MW 5+, IC Small arms, MW, IC	Reinforced Armour, Infiltrator, Walker
<b>WAR ENGINES</b>									
Abattoir	WE	20cm	4+	2+	4+	3x Scarab Swarm AND OR Harvesters	30cm (15cm) (bc) (bc)	AP5+/AT5+, IC Small arms, EA +1, IC Assault Weapons, EA +1, IC Assault Weapons, EA +2, TK(D3)	DC 8, Fearless, Infiltrator, Living metal, Ponderous, Portal, Skimmer, Thick rear armour. Critical hit effect: A capacitor explosion causes an automatic hit to the Abattoir and also inflicts a hit to any unit within 5cm on a 5+, saves are allowed as normal.
Tomb Sentinel	WE	20cm	4+	3+	5+	2x Gauss Cannon Exile Cannon Claws	30cm (15cm) (bc)	AP4+/AT6+ Small arms EA +1, MW Assault Weapons, EA +1	DC 2, Fearless, Infiltrator, Living metal, Thick rear armour. Critical hit effect: destroyed
Pylon	WE	Immobile	4+	-	4+	Particle Accelerator AND Gauss Flux Ark	120cm 90cm (15cm)	MW4+, TK(D3) AA4+, TK(1) Small Arms, EA(+2)	DC 2, Leader, Fearless, Living Metal, Teleport, Thick Rear Armour. Critical hit effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 4+
Warbarque	WE	20cm	4+	6+	4+	2x Particle Cannon 2x War Cannon 2x Gauss Cannon Gauss Flux Ark	60cm 30cm 30cm (15cm)	AP4+/AT3+ AT4+ AP4+/AT6+ Small arms, EA(+2)	DC3, Commander, Fearless, Living Metal, Ponderous, Portal, Skimmer, Teleport, Thick Rear Armour. Critical Hit Effect: The unit loses the Portal ability. Subsequent critical hits destroy the unit.

## Maynarkh Dynasty army list 0.1

### 5.15.1 Necron Technology

**Necron:** Necron technology allows many of its units to repair themselves at an accelerated rate. This is reflected as the Necron ability in a unit's datasheet.

Units with the Necron ability that have been destroyed can regenerate. Formations can return one previously destroyed Necron unit in the end phase of each turn either on or off the board. In addition, if a formation regroups on board it can use the dice rolls to either return units with the Necron ability to play or to remove blast markers or both (e.g., if you rolled a '2' you could return 2 units to play, remove 2 blast markers, or return 1 unit and remove 1 blast marker). Formations off board are restricted to using their regroup function to remove blast markers only.

**Portals:** Necron Portals are the primary means by which the Necron forces are transported across the galaxy. Any formation that is in the reserves may enter play via a portal as part of any activation that allows movement. Measure their movement using the portal as the starting point. Necron Portals can only be used by Armored Vehicles with the walker ability, Infantry, or Light Vehicles. Each portal can be used only once per turn.

Additionally formations may leave through an unused portal when moving and reenter through another unused portal on the board as part of the same movement, both portals count as having been used that turn. Portals may not be used to go back into reserves.

Formations moving through a portal of a broken formation gain a blast marker. If for any reason, at the end of the movement a unit is unable to enter the board or is found out of formation it is destroyed (see core rule 1.7.4)

**Living Metal:** Units made of living metal receive a Reinforced Armor saving throw against normal weapons, lance weapons, and even macro-weapons. In addition, their save is not reduced by sniper abilities. Living Metal units are permitted a single armor save against Titan killer attacks, this save has to be taken against each point of TK damage.

#### 5.15.1 Necron Technology

**Q: What happens if I have a Phalanx in reserves that fails its activation roll?**

A: The formation is left with limited options through the hold action. Since shooting is not possible off board and regrouping is not allowed off-board, the Phalanx would only be able to move through an available portal or choose not to activate.

**Q: Does a leader function allow additional units to regenerate under the Necron rule?**

A: Yes, a unit with leader ability could add an additional unit with the Necron ability to regenerate back into its original formation, or remove an additional Blast Marker as per the core rules. Just as with regular leader units, this function is cumulative.

**Q: Can a Necron portal be blocked?**

A: As with Eldar portals, there are differing viewpoints on how to handle blocked portals. The current NetERC ruling is that if a portal is covered by an enemy's Zone-of-Control, the formation exiting the portal would be forced to assault that enemy, moving into base-to-base contact, and then resolving the attack. Tacticalwargames.net has an active Epic community where rules questions are posed and discussed. It is our recommendation that you cover this subject with your opponent during the warm-up phase of your game.

**Q: If a formation is using the portal of a broken formation to move to a different portal on the board that is also broken do I get only one BM?**

A: No you get a BM for each portal used if that portal is on a formation that is broken. In this case the moving unit would get 2 BMs.

## SPECIAL RULES

### Decurion (X)

All friendly formations with at least one unit within 30cm of the unit with Decurion receive a +1 on their initiative rating and gain (X) benefit as indicated. Benefits are cumulative if multiple Decurion units are in range but not for those of the same type. Decurion units in broken formations do not convey their bonuses to friendly units in range.

### 5.15.2 Implacable Advance

The Necron are an offensive army, always on the advance, stopping only to eliminate enemy positions before moving on to harvest others. While subject to disruption from losses and enemy fire, the mechanical nature of the Necron permits them to easily reorganize to maintain the offensive momentum

Necron formations receive a +1 bonus to Marshal Actions. Due to their steady, deliberate, nature Necron formations cannot take a March action.

## Necron Army Epic Tournament Special Rules

### Necron Reserves

Any Necron formation may be held back "in reserve" (with the exception of the Abattoir) if you are playing the Epic Tournament scenario. Note that formations that do not have the Teleport ability will only be able to enter play through Portals. Any Necron formation in the reserves for any reason (either because it has not yet entered play or it is broken) is considered destroyed for the purpose of tiebreak, or the Break Their Spirit victory condition.

### Garrisons

The Necron typically act in an offensive manner and as such, their formations may not garrison in the Epic Tournament scenario unless fielding a Tomb Complex Necron Individual. To represent that a Tomb may contain active Necron, the player may choose to garrison up to two formations, Maynarkh Necron Phalanx or Tomb Sentinel Maniple formations (disregarding normal garrison restrictions) at the Tomb Complex.

## Maynarkh Dynasty Army list 0.1

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

### Necron Individuals

*(Up to one of each type may be taken per army.)*

Type	Notes	Cost
0-1 Tomb Complex	The Tomb Complex functions both as a <i>Portal</i> and as an objective for the rules purposes. It may not be destroyed. Replace one of the objectives on your table half with the Tomb Complex before placing garrisons. Formations using the <i>Portal</i> should measure from the center of the objective marker as the formation's starting point.	75 pts
Nemesor	A maximum of one Nemesor may be taken per 1500-point increment and no more than one of each type. There are three types of Nemesors the Flayer King, the Destroyer Overlord and Catacomb Overlord. Replace any Necron Lord character with a Nemesor for the points indicated.	75 pts

### Maynarkh Necron Phalanxes

*(Any number of phalanxes may be taken.)*

Type	Units	Extras	Cost
Venator Maniple	Six Maynarkh Flayed one units, one with a Lord character	Add up to three Maynarkh Wraith units for +50 pts each,	200 pts
Eques Maniple	Any six of the following units: Destroyers, Heavy Destroyers	Add up to three Wraith units for +50 pts each, Add one Necron Lord character for +25 pts.	275 pts
Warrior Phalanx	Six Maynarkh Warriors	Add up to three Ghost Arks for +25pts each, Add one Command Barge plus Necron Lord for + 50 pts Add three Immortals for + 100 pts	200 pts

### Maynarkh Necron Support Formations

*(Each phalanx you include in the army allows you to field any one support formation.)*

Type	Units	Extras	Cost
Blade Maniple	6 Tomb Blade units	-	200 pts
Iudicium Maniple	Any five of the following units: Doomsday Ark, Obelisk, Annihilation Barge units	Add one Command Barge plus Necron Lord + 50 pts	250 pts
Letum Maniple	4 Deathmark Units	Add one Lord character for +25 pts.	175 pts
Stalker Maniple	5 Triarch Stalkers Units	-	250 pts
Tomb Sentinel Maniple	3 Maynarkh Tomb Sentinels Units	-	350 pts
Custodian Maniple	2 Maynarkh Tomb Spiders and 4 Maynarkh Immortal Units	-	300 pts

### Maynarkh Necron Harvesters

*(Up to a third of the points available may be spent on these formations.)*

Type	Units	Extras	Cost
Abattoir	One Abattoir	-	700 pts
Warbarques	One Warbarque	-	300 pts
Pylon	One Pylon	-	200 pts

## Maynarkh Dynasty

---

The Maynarkh Dynasty is a Necron Dynasty active in Segmentum Tempestus. Before the War in Heaven, the Maynarkh held a sinister reputation among other Necron Dynasties, known for their savagery and malice. The Silent King deliberately conditioned them to have their malignancy and ruthlessness deepened during their transformation into mechanical Necrons, utilizing them with brutal efficiency in the revolt against the C'tan. It is said that Maynarkh warriors are the ones who obliterated the C'tan Llandu'gor, the Flayer, but before his death he infected them with his own dark hunger for all life. The Maynarkh found no peace after the revolt, instead hunting the galaxy for any remnants of the Old Ones to destroy. It is said that the first instances of the Curse of the Flayer were encountered in the courts of the Maynarkh.

Before the Great Sleep, other Necron Dynasties such as the Atun and Sautekh counselled the Silent King to destroy the Maynarkh, so their infestation and shame could be erased once and for all. However, the Silent King maintained that he still had use for them and they were allowed to live on. During the Great Sleep, large amounts of Canoptek constructs and solar manipulator arrays protected their Tomb Worlds from danger.

The Maynarkh finally emerged from their sleep after the ancient Caracol Binary Star went supernova. Upon awakening, many emerged from stasis to only quickly transform into Flayed Ones while hundreds of thousands more emerged from their long slumber with their physical form intact but their psyche torn beyond recovery. Angered and despairing of their soulless existence, these Necrons turned to the lure of the Destroyer Cult. The remaining, unaltered beyond their unnatural lust for destruction and bloodshed realized that they too would eventually descend into nothing but the savage mindless as well. They embraced nihilism and a hatred of all life. However it was the efforts of their Nemesors, most of all Phaerakh Xun'bakyr, that allowed order to be restored to the Dynasty. Xun'bakyr gave the Dynasty a purpose, binding together the fractured savage mindless into a stronger whole. A purpose for which it was well suited: the genocide and systematic extermination of all life.

After years of probing and study, eventually Maynarkh first made contact with the Imperium in the ongoing Orphean War.

### **List structure direction:**

Most of their heavy stuff was destroyed when their sun went supernova hence the 1:1 ratio for core and support and the lack of monoliths. The idea of this list is to be Phalanx centric focusing on formation synergies using Nemesors with very limited support choices, no fliers (still debating spacecraft) and very limited portal abilities. This list adopts the Sautekh approach with no "Phase Out" special rule or returning to reserves via portals. It is also along the theme of being a tombworld centric list with the added benefit of being able to deploy the tomb complex in the same manner as the Eldar waygate as well as being able to garrison formations around it that you wouldn't otherwise be allowed to. The initiative rating was changed to +2 for all formations to represent the higher degree of difficulty that the Overlords face while directing so many more mindless crazed Necrons. The Nemesors Decurion ability is supposed to convey the range of their indomitable will that they can exert on the mindless around them. And yes it was intentional to allow players to have two or more supreme commanders on the board at once.