NECRONS FORCES

Name	TYPE	SPEED	ARMOUR	CC	FF	WEAPON	RANGE	FIREPOWER	NOTES
Necron Overlord	CH	n/a	n/a	n/a	n/a	Gauntlet of Fire War Scythe	(15cm) (bc)	Small Arms, EA +1, MW Assault Weapons, EA +1, MW	*Supreme Commander, Invulnerable save*
Necron Lord	CH	n/a	n/a	n/a	n/a	Staff o Light OR	(15cm) (bc)	Small Arms, EA +1 Assault Weapons, EA +1, MW	*Leaader, Invulnerable save*
Cryptek	CH	n/a	n/a	n/a	n/a	Abyssal Staff	(15cm)	Small Arms, EA +1, MW	*Inspiring, Invulnerable save*
Deathmarks	INF	15cm	5+	6+	5+	Synaptic Desintigrator	30cm	AP5+/AT6+, S	*Necron, Scout, Teleport*
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*
Immortals	INF	15cm	4+	5+	3+	Gauss Blasters	15cm	AP4+/AT6+	*Necron*
Sautekh Flayed Ones	INF	15cm	5+	3+	-	Claws	(bc)	Assault Weapons	*Infiltrators, Necron, Scouts, teleport*
Sautekh Warriors	INF	15cm	5+	5+	4+	Gauss Flayers	15cm	AP5+/AT6+	*Necron*
Tomb Blades	INF	35cm	4+	6+	5+	Tw-linked Tessla Carbines	(15cm)	Small arms, EA +1	*Mounted, Skimmer*
Triarch Preatorian	INF	30cm	4+	3+	5+	Rods of Covenant OR	(bc) (15cm)	Assault weapons, EA +1, MW Small arms	*Fearless, Jump packs, Necron*
Wraiths	INF	30cm	4+	4+	-	Claws	(bc)	Assault Weapons, EA +1	*Fearless, First Strike, Invulnerable Save, Jump packs*

ARMOURD VEHICLES

Name	TYPE	SPEED	ARMOUR	CC	FF	WEAPON	RANGE	FIREPOWER	NOTES
Annihilation Barge	AV	25cm	5+	6+	3+	Twin Tesla Destructor Tessla Cannon	30cm 30cm	2x AP4+/AT5+ AP5+	*Reinforced Armour, Skimmer*
Catacomb Command Barge	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)*
Sautekh Monolith	AV	15cm	4+	6+	5+	Particle Whip Gauss Flux Arc	30cm (15cm)	AP4+/AT4+ Small arms, EA +2	*Portal, Fearless, Living Metal, Ponderous, Skimmer, Teleport, Thick rear armour.*
Obelisk	AV	30cm	5+	6+	5+	Particle Flail	45cm	AP4+/AT4+	*Fearless, Reinforced Armour, Teleport, Thick Rear Armour, Skimmer*
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, Leder, Skimmer, Walker*
Triarch Stalker	AV	20cm	5+	5+	5+	Heat Ray AND	30cm (15cm)	MW 5+, IC Small arms, MW, IC	*Reinforced Armour, Infiltrator, Walker*
Sentry Pylons	AV	10cm	5+	-	5+	Gauss Exterminator	75cm	AT5+, AA5+	Reinforced Armour, Fearless, Teleport, Thick Rear Armour.

WAR ENGINES

Name	TYPE	SPEED	ARMOUR	CC	FF	WEAPON	RANGE	FIREPOWER	NOTES
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, Sautekh 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.*
Æonic Orb	WE	20cm	4+	-	3+	Solar Flare OR	90cm 90cm	MW3+, TK(D6) BP12	*DC 6, Fearless, Living Metal, Ponderous, Sautekh Portal, Skimmer, Thick rear armour. Critical hit effect: Center the barrage template that is 12cm across on the unit and resolve the effect as if it were a 3BP macro weapon barrage.*
C'tan Shard	WE	20cm	4+	4+	4+	Transdimentional Bolt Entropic Touch Pyreshards	30cm (bc) (15cm)	MW4+ Assault weapons, EA(+1), TK(1) Small arms, EA(+1)	*DC 2, Inspiring, Fearless, Jumppacks, Living Metal, Teleport, Walker. C'tan Shards can use Necron Portals. Critical Hit Effect: The C'tan Shard explodes inflicting a hit on every unit in base contact (armour saves allowed).*

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
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, 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+*
Tesseract Vault	WE	20cm	4+	6+	3+	Sky of Falling Stars *OR* Wave of Withering *AND*	45cm 30cm (15cm)	3BP, MW 2x MW 3+, TK(1), IC Small arms, EA(+1), TK(1)	*DC 3, Fearless, Living Metal, Ponderous, Skimmer, Teleport, Thick Rear Armour. Critical hit: The node matrices of the tesseract vault suffer a temporary breach and a big wave of energy floods out. Place the small blast marker centered on the unit and resolve as if it were a 3 BP barrage. The tesseract itself is hit automatically (so two hits for being under the center).*
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, Sautekh Portal, Skimmer, Teleport, Thick Rear Armour. Critical Hit Effect: The unit looses the Portal ability. Subsequent critical hits destroy the unit.*

AIRCRAFT

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Doom Scythe	AC	Fighter-Bomber	4+	n/a	n/a	Twin Tesla Destructor Death Ray	15cm 15cm	2x AP4+/AT5+/AA5+, FFA MW3+, FFA	
Night Scythe	AC	Fighter	4+	n/a	n/a	Twin Tesla Destructor *OR* Gate Projector Array	15cm (bc)	2x AP4+/AT5+/AA5+, FFA Special - Sautekh Portal	Special - When performing a ground attack action the Night Scythe formation may choose to use the gate projector array instead of firing. Choose one Night Scythe in the formation; treat that unit's base as a portal until the end of the turn
Night Shroud Bomber	AC	Bomber	5+	n/a	n/a	Twin Tesla Destructor Death Spheres	15cm 15cm	2x AP4+/AT5+/AA5+, FFA 3BP, IC	*Reinforced Armor*

SPACECRAFT

Name	Type	Speed	Armour	CC	FF	Weapon	Range	Firepower	Notes
Scythe Class Harvester	SC	n/a	n/a	n/a	n/a	Orbital Bombardment 2x Pin Point Attack	n/a n/a	4BP, MW MW2+, TK(D3)	

Sautekh Legion army list 1.0

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.

Sautekh Portals: *Necron Sautekh 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 unsued portal when moving and renter through another unused portal on the board as part of the same movement, both portals count as having being used that turn. Sautekh 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: If the unit of Night Scythes has blast markers equal to the number of models in the unit are they considered broken when using their portal?
A: Yes

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 Monolith that is part of a broken formation still use its portal?
A: Yes, as long as it has not been used already during the current turn. The same rule applies to Abattoirs and Warbarques and their respective portals.

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-Contol, 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 RULE

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.

5.15.4 Ponderous

Units with this rule are very slow even by necron standards. When broken they may only make a single withdrawal move, not the usual two.

TOURNAMENT PLAY

Necron Army Epic Tournament Special Rules

Necron Reserves
Any Necron formation may be held back "in reserve" (with the exception of the Æonic Orb and 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 Phalanx formations at the Tomb Complex.

Sautekh Legion Army List

Sautekh Legion armies have a strategy rating of 2. All formations have an initiative rating of 1+. The *Implacable Advance* rule (5.15.2) applies to all Necron formations.

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

Type	Notes	Cost
0-1 Tomb Complex	The first objective the Necron player places on their own table edge functions both as a *Portal* and as an objective for the rules purposes. It may not be destroyed. Formations using the *Portal* should measure from the edge of the board as the formation's starting point.	75 pts
0-1 Overlord	A maximum of one Overlord may be taken per army.	

Sautekh Phalanxes
(Any number of phalanxes may be taken.)

Type	Units	Extras	Cost
Warrior Phalanx	Six Sautekh Warrior units, one with a Lord character	Replace one Lord Character with an Overlord for + 75 pts, Add one Cryptek for +50 pts. Add up to four warriors for +25 pts each, Add up to three Tomb Spyders for +50 pts each, Add up to three Wraith units for +50 pts each, Add up to three Triarch Stalkers for +50 pts each, Add one C'tan Shard for +125 pts. Max 1 may be taken per army.	200 pts
Ghost Ark Phalanx	Three Ghost Arks, Six Sautekh Warrior units, one with a Lord character.	Replace one Lord Character with an Overlord for + 75 pts, Add one Cryptek for +50 pts. Add up to three Annihilation Barges for +50 pts each, Add up to three Doomsday Arks for +50 pts each, Add up to three Wraith units for +50 pts each, Add up to three Triarch Stalkers for +50 pts each, Add one C'tan Shard for +125 pts. Max 1 may be taken per army.	275 pts
Immortal Phalanx	Six Immortal units, one with a Lord character	Replace one Lord Character with an Overlord for + 75 pts, Add one Cryptek for +50 pts. Add two immortals for +75 pts, Add up to three Tomb Spyders for +50 pts each, Add up to three Wraith units for +50 pts each, Add up to three Triarch Stalkers for +50 pts each, Add one C'tan Shard for +125 pts. Max 1 may be taken per army.	275 pts

Sautekh Necron Support Formations
(Each phalanx you include in the army allows you to field any three support formations.)

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 with a Lord Character + 50 pts	250 pts
Eques Maniple	Any six of the following units: Destroyers, Heavy Destroyers	Add one Lord character for +25 pts.	300 pts
Letum Maniple	4 Deathmark Units	Add one Lord character for +25 pts.	175 pts

Monolith Maniple	2 Sautekh Monolith	Add up to 3 Obelisk for +50 pts each. Add up to 2 Monoliths for +75 pts each.	175 pts
Venator Maniple	Six Flayed Ones Units	Add up to three Wraiths for +50pts each.	200 pts
Stalker Maniple	4 Triarch Stalkers	-	200 pts
Sentry Maniple	4 Sentry Pylons.	-	250 pts
Triarch Phalanx	4 Triarch Praetorian Units	Add one Lord to a Triarch Praetorian unit for +25 pts Replace one Lord character with an Overlord +75 pts Add one Cryptek to a Triarch Praetorian unit for +50 pts Add two Triarch Praetorian units for 125 pts, Add up to three Annihilation Barges for 50 pts each, Add up to three Wraith units for 50 pts each, Add up to three Triarch Stalkers for 50 pts each, Add one C'tan Shard for 125 pts. Max 1 may be taken per army.	275 pts

Sautekh Necron Harvesters and Aircraft

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

Type	Units	Extras	Cost
Æonic Orb	One Æonic Orb	-	600 pts
Abattoir	One Abattoir	-	700 pts
Space Craft	One Scythe Class Harvester	-	325 pts
Warbarques	One Warbarque	Add an Overlord character for +75pts.	300 pts
Pylon	One Pylon	Add two sentry pylons for + 100 pts.	200 pts
0-1 Tesseract Vault	One Tesseract Vault unit	-	300 pts
Doom Scythes	Two Doom Scythe units	Add one Doom Scythe for + 100 pts.	225 pts
Night Scythes	Two night Scythe units	-	175 pts
Night Shroud Bomber	Two Night Shroud Bomber units	-	275 pts