

# NECRONS

## Special Rule - 4.0.1 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, either because it has not entered play or has left the board for any reason, may enter play via a portal as part of any activation that allows movement. Measure their movement using the portal as the starting point. Additionally, formations may leave the board by entering a portal, taking them into the reserves. Note that once in the reserves they can either re-enter play immediately via another portal, provided they have movement, or remain in the reserves.

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 for either entering or exiting the battlefield, not for both. Thus a Formation may enter one portal with part of their movement, and exit from a second, unused portal, continuing their movement from that portal.

If, at the end of the movement, a unit is out of formation it is destroyed (see core rule 1.7.4). Example: if you moved a formation of four units through one portal and out another and two units were unable to make the full movement (i.e. get through the second portal), the Necron player would have to choose which units were to be destroyed, the two that moved through the portal or the two that didn't.

### Tomb Complex

Scattered throughout the Galaxy on worlds beyond number, the Necron placed Tombs to house and maintain their race. During the long sleep over millions of years, many of these building have become buried, only to be uncovered by the unwitting efforts of explorers or the design of the C'tan eager to reclaim the Galaxy they once ruled.

These Tombs are the "bases" from which Necron raiders and conquering armies strike at their enemies. As such, they have a high importance to both the Necron (who need them for the troops and support facilities they contain) and the enemies who would destroy them to keep their contents from awaking. Attacking these facilities carries the risk of awaking the Necron within, or attracting the notice of other, awakened forces that might rush to their defence. The Tomb is considered a Necron Portal, and can be used to bring formations from off board into place, or to relay troops to and from other portals. Measure from the edge of the board as the formation's starting point.

### 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. Any Titan Killer attacks are automatically reduced to Titan Killer (1) when resolving hits against Living Metal units, and Living Metal units are permitted a single armor save. See chart below.

Weapon	Armor Save	RA Save	DC Lost
AT/AP	Yes	Yes	1
MW	Yes	Yes	1
TK (any)	Yes	No	1

## Special Rule - 4.0.2 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.

## Special Rule - 4.0.3 Phase Out

When a Necron formation becomes broken, it does not just fall back, but also vanishes from the battlefield without leaving any proof of its existence.

In the end phase of the turn, remove the formation from the board into the reserves, but keep it away from any destroyed units. The formation will roll to rally in the end phase, handling blast markers as per the core rules (see 1.14). It may re-enter by teleporting, or through a portal. If there are not enough portals to deal with all the off-table formations, then the formation must remain off the table until a portal is available for it to use. If the rally roll fails, the formation must remain in the reserves until it rallies. Note that with the exception of the C'tan, no Necron War Engines may phase out.

