

NECRON ARMY LIST

Necron armies have a strategy rating of '2'. All formations have an initiative of 1+.

No more than one third of your points may be spent on War Engines.

NECRON INDIVIDUALS

FORMATION	UNITS	NOTES	COST
0-1 Tomb Complex	One Tomb Complex: When purchased for your army, replace the Blitzkrieg objective on your side of the table with a Tomb Complex. The Tomb is considered indestructible for the Grand Tournament Scenario.	The Tomb Complex functions both as a Portal and as an objective for rules purposes. It may not be attacked or destroyed. IMPORTANT NOTE: The Tomb Complex must follow the Portal Special Rules and may only be used by formations made up exclusively of infantry and armored vehicle units that have walker ability; formations that include any other type of unit may not use a Portal to enter play.	75 points
0-1 C'tan	One Nightbringer or one Deceiver	Note that the C'tan counts toward your War Engine allocation.	300 points

NECRON PHALANXES

You may have any number of Infantry Phalanx formations in your army.

FORMATION	UNITS	UPGRADES	COST
Infantry Phalanx	Six Warriors and one Necron Lord character	Tomb Spyders, Pariahs, Immortals, Wraiths	225 points

NECRON SUPPORT

You may include up to three support formations for each Phalanx in the army, chosen from the selections below.

Note that Pylons count toward your War Engine allocation.

FORMATION	UNITS	UPGRADES	COST
Venator Maniple	Six Flayed Ones	Necron Lord, Tomb Spyders, Pariahs, Wraiths	200 points
Eques Maniple	Six Destroyers	Necron Lord, Wraiths; any number of Destroyers may be replaced with Heavy Destroyers at no cost	375 points
Monolith Maniple	One Monolith and two Obelisks	0-1 Monoliths, 0-1 Obelisks	200 points
Monolith Phalanx	Three Monoliths	0-3 Obelisks	275 points
Armored Phalanx	Six Obelisks	None	300 points
Pylon	One Pylon	None	200 points

NECRON UPGRADES

UPGRADE	NOTES	COST
Necron Lord	0-1 per formation	+25 points
Pariahs	Maximum one unit per formation	+60 points
Immortals	Up to three units per formation	+40 points each
Tomb Spyders	Up to three units per formation	+50 points each
Wraiths	Up to three units per formation	+50 points each
Obelisks	None	+50 points each
Monoliths	None	+75 points each

HARVESTERS

All units in this section count toward your War Engine allocation.

FORMATION	UNITS	COST
0-1 Spacecraft	One Scythe Class Harvester	350 points
0-1 Large Harvester Engine	One Abattoir or one Æonic Orb	750 points
0-2 Small Harvester Engine	One Warbarque	300 points*

* Add Supreme Commander to unit for +50 points
Only one Supreme Commander is allowed per Army

