

# NECRON KILL TEAMS

The forces of the Necrons, having slumbered through the aeons, have awakened to find the galaxy overrun with fleshy, verminous usurpers. It is common for Necron kill teams to be dispatched to scour life forms from those sites that are to be reclaimed by Necron nobility when their dynasty rises to take back its rightful domain.

## NECRON SPECIAL RULES

The following special rule applies to all of the members of a Necron kill team.

**Reanimation Protocols:** When Necron fighters would make an injury roll in the recovery phase, use the following table instead of the usual one:

- 1-3 Flesh Wound
- 4-5 Down
- 6 Out of Action

In addition, Necron fighters can always test to recover early from pinning, even if there is no friendly fighter within 2".

## USING A NECRON KILL TEAM

A Necron kill team follows all of the normal rules, with the following exceptions:

– Each time a Necron Warrior earns its third Mission Completed mark, that Necron Warrior becomes a Trooper and may be given skills in the future, but its characteristics and equipment do not change.

<b>APPOINTED IMMORTAL</b>	Kill Team Leader							Cost to recruit: 200 points		
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	
Appointed Immortal	4"	4	4	4	4	1	2	1	10	

Imbued by the Crypteks with an enhanced grasp of strategy and tactics, the Appointed are given the honour of leading their sinister cohorts.

**Wargear:** An Appointed Immortal has a combat blade and Immortal exoskeleton. In addition, an Appointed Immortal can be armed with items chosen from the Necron Basic Weapons and Miscellaneous Equipment lists.

<b>IMMORTAL</b>	Trooper							Cost to recruit: 110 points		
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	
Immortal	4"	4	4	4	4	1	2	1	10	

Forged from the war-castes of the Necrontyr, Immortals are excellent shock troops, the embodiment of the Necrons' uncanny resilience.

**Wargear:** A Necron Immortal has a combat blade and Immortal exoskeleton. In addition, a Necron Immortal can be armed with items chosen from the Necron Basic Weapons and Miscellaneous Equipment lists.

<b>WARRIOR</b>	New Recruit							Cost to recruit: 80 points		
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	
Warrior	4"	4	4	4	4	1	2	1	10	

Even with only a glimmer of consciousness to guide it, a Necron Warrior is a fearsome and resilient foe that can rise from even the most grievous harm.

**Wargear:** A Necron Warrior has a combat blade and Warrior exoskeleton. In addition, a Necron Warrior can be armed with items chosen from the Necron Basic Weapons and Miscellaneous Equipment lists.

<b>DEATHMARK</b>	Specialist							Cost to recruit: 120 points		
	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	
Deathmark	4"	4	4	4	4	1	2	1	10	

Crackling into realspace in the middle of battle to annihilate their enemies, Deathmarks are the assassins of the Necron cohorts.

**Wargear:** A Deathmark has a combat blade and Immortal exoskeleton. In addition, a Deathmark can be armed with items chosen from the Necron Special Weapons and Miscellaneous Equipment lists.

**Ethereal Interception:** A Deathmark is not deployed with the rest of your kill team in any scenario. Instead, before deployment, select a single enemy fighter. In the movement phase of your second turn you may place the Deathmark anywhere on the board within 8" of this model. This counts as its movement for this turn. You may not place the Deathmark in base-to-base contact with any enemy fighters.

If the Deathmark is arriving in a scenario as reinforcements, it may use this special rule on the turn it arrives as if it were the second turn.

*'Awaken the legions!' - ORDICOR THE TECHNOMANDRITE*

## NECRON WEAPON AND EQUIPMENT LISTS

### Basic Weapons

Gauss flayer*	50 points
Gauss blaster**	60 points
Tesla carbine**	65 points

\* Warriors only

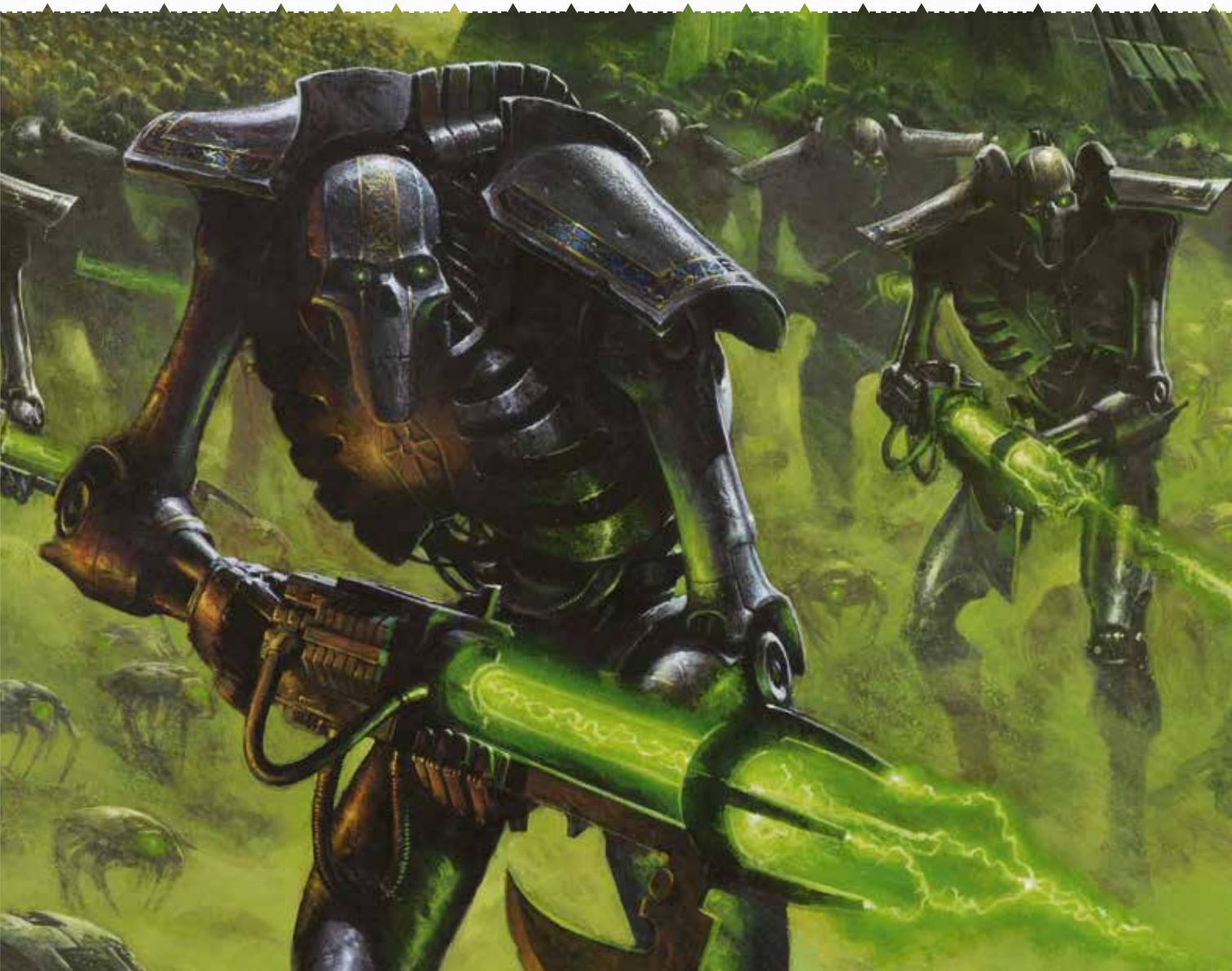
\*\* Immortals and Appointed Immortal only

### Special Weapons

Synaptic disintegrator	40 points
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### Miscellaneous

Phase-shifter	15 points
Photo-visior	15 points
Mindshackle scarabs	25 points
Shadowloom	30 points
Weapon reload	Half cost of weapon in points



# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### HYPERPHASE SWORD

The energy blade of a hyperphase sword vibrates across dimensional states, and can easily slice through armour and flesh to sever the vital organs within.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-3

### ROD OF COVENANT

The rod of covenant is a tool of swift execution for those found wanting by the Triarch Praetorians.

Range	Strength	Damage	Save Mod.
Close Combat	As user	D3	-2

**Energy Blast:** A rod of covenant may also be used as a ranged weapon with the following profile:

Range		To Hit		Damage		Save Mod.	Ammo Roll
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	+1	-	5	1	-1	4+

### VOIDBLADE

The gleaming black edge of a voidblade flickers in and out of existence, causing the molecular bonds of any material it comes into contact with to instantaneously disintegrate.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-2

### WARSCYTHE

Warscythes are energy-bladed battle staves. Though heavy and cumbersome, in the hands of a Necron it becomes a most formidable weapon.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	D3	-3

## PISTOL WEAPONS

### PARTICLE CASTER

Particle weapons emit streams of antimatter particles that detonate as their containment fields split on impact.

Range		To Hit		Damage		Save Mod.	Ammo Roll
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-6"	6-12"	-	-	6	1	-2	5+

## BASIC WEAPONS

### GAUSS BLASTER

Gauss blasters project a dual molecular disassembly beam, reducing flesh, bone and armour to nothingness.

Range		To Hit		Damage		Save Mod.	Ammo Roll
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	-	-	5	1	-2	5+

**Gauss:** You can re-roll failed To Wound rolls for shots fired with this weapon.

### GAUSS FLAYER

The standard weapon of the Necron warrior construct, the gauss flayer can strip a man to his constituent atoms in a matter of seconds.

Range		To Hit		Damage		Save Mod.	Ammo Roll
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	-	-	4	1	-1	4+

**Gauss:** You can re-roll failed To Wound rolls for shots fired with this weapon.

### TESLA CARBINE

A tesla weapon unleashes a bolt of living lightning that crackles and leaps from target to target.

Range		To Hit		Damage		Save Mod.	Ammo Roll
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12"	12-24"	-	-	5	1	-	4+

**Sustained Fire:** 1 dice.

## SPECIAL WEAPONS

### SYNAPTIC DISINTEGRATOR

This weapon fires a compressed leptonic beam that destroys synaptic tissue. Beginning within the target's brain and spreading in microseconds to the rest of the body, it causes the luckless target to crumple limply to the ground.

Range		To Hit		Damage		Save Mod.	Ammo Roll
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-9"	9-18"	-	-	5	1	-1	5+

## SPECIALISED EQUIPMENT

### DISPERSION SHIELD

The force barrier projected by a dispersion shield can harmlessly dissipate the energy of close combat attacks and incoming enemy fire alike.

A fighter equipped with a dispersion shield can never claim the additional Attack for being armed with two weapons in the hand-to-hand phase.

**Invulnerable Save:** A fighter equipped with a dispersion shield has a 3+ invulnerable save.

### GRAVITY DISPLACEMENT PACK

The ribcage-like devices known as gravity displacement packs allow the wearer to hover, levitate and descend at will, giving impressive freedom of movement.

A fighter equipped with a gravity displacement pack may use it in the movement phase instead of moving normally. The fighter may move up to 10" in any direction, ignoring the normal restrictions for terrain, however you may not end this move in impassable ground. The gravity displacement pack may be used to charge an enemy fighter, but does not double the user's Movement distance when doing so.

### MINDSHACKLE SCARABS

The tiny constructs known as mindshackle scarabs can infiltrate a living creature's mind, using pinpoint pulses of electricity to commandeer the living tissue of the brain.

Once per game, at the start of the shooting phase, a fighter with mindshackle scarabs may pick an enemy fighter within 6" to attempt to temporarily enslave instead of firing a ranged weapon. If they do so, the enemy fighter must take a Leadership test with a -1 penalty. If the test is passed, nothing happens. If the test is failed, you may immediately make a shooting attack with that fighter as if it belonged to your kill team, following all the usual rules.

### PHASE SHIFTER

A phase shifter causes its bearer to fluctuate in and out of an incorporeal state, making him move like a ghost.

A fighter equipped with a phase shifter may move through all terrain as if it was open ground. It may not finish its move inside impassable ground.

### SHADOWLOOM

This generator projects an aura of unnatural darkness about the bearer, making it difficult to track and target.

A fighter equipped with a shadowloom always counts as being in at least partial cover – even when in the open – for the purposes of being the target of shooting attacks.



## ARMOUR

### IMMORTAL EXOSKELETON

The hardened alloys of a Necron Immortal are designed to withstand the passage of the aeons without corrosion.

A fighter with an Immortal exoskeleton has a basic armour save of 3+.

### WARRIOR EXOSKELETON

Necrons are not creatures of flesh and blood – though their tough exoskeletons protect vital circuitry, they are tough beyond the limits of the natural world.

A fighter with a Warrior exoskeleton has a basic armour save of 4+.



*'Order. Obedience. Unity. We taught the galaxy these things long ago, and we will do so again.'*

- IMOTEKH THE STORMLORD

# NECRON SPECIAL OPERATIVES

## LYCHGUARD

	M	WS	BS	S	T	W	I	A	Ld
Lychguard	4"	4	4	5	5	1	2	2	10

Wielding lightning-tipped warscythes or spectral hyperphase swords, the Lychguard exact a bloody toll, their cracking blades carving through armour and flesh. These bodyguard constructs interpose their inviolable forms whenever their designated lord is in danger, before returning the aggression thricefold.

**Wargear:** A Lychguard has a warscythe and Immortal exoskeleton. He may exchange his warscythe for a hyperphase sword and dispersion shield.

**Bodyguard:** If a Lychguard is within 2" of your leader when he is the target of a shooting attack, you may roll a dice. On a 3+, the Lychguard intercepts the shot, and it is resolved against him instead. You may not do this against weapons which use the teardrop-shaped flamer template.

## TRIARCH PRAETORIAN

	M	WS	BS	S	T	W	I	A	Ld
Triarch Praetorian	4"	4	4	5	5	1	2	2	10

Praetorians seek out stirring tomb worlds to guide their Necron inhabitants to ascendancy. They hover over the battlefield on gravity displacement packs, reducing foes to ash with their glowing rods of covenant. To witness these towering enforcers in action is to see the might of the ancient Necron Triarch made manifest – few mortals will survive the experience.

**Wargear:** A Triarch Praetorian has a rod of covenant, gravity displacement pack and Immortal exoskeleton. He may exchange his rod of covenant for a particle caster and voidblade.



# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, the Necrons are extremely difficult to take out of action thanks to their self-repairing bodies of living metal, and they possess weaponry of terrifying power, while the Harlequins are extremely agile and elusive.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Necrons	Trooper (Warrior)						✓	
	Trooper (Immortal)		✓				✓	
	Specialist			✓		✓	✓	✓
	Leader	✓	✓	✓		✓	✓	✓

