

NECRON ARMY LIST v4

Necron Formations

No formation may contain more than 16 units

No more than 1/3 of your points may be spent on War Engines

FORMATION	UNITS	POINTS	UPGRADES
Phalanx	6 Warriors, 1 Necron Lord	235	0-3 Tomb Spydery, +75 points each 0-1 Pariahs, +40 points 0-2 Wraiths, +50 points each 0-3 Immortals, +40 points each
0-1 Harvester Engine	1 Aeonie Orb OR 1 Abattoir	750	None
0-1 C'tan	1 C'tan	300	None
0-1 Scythe Class Harvester	1 Scythe Class Harvester	350	None
0-1 Tomb Complex	1 Tomb Complex	75	None

Support Formations

No formation may contain more than 16 units

No more than 1/3 of your points may be spent on War Engines

For each Phalanx in your army list you may choose up to 3 of these support formations

FORMATION	UNITS	POINTS	UPGRADES
Venator	6 Flayed Ones	200	0-1 Necron Lord, +25 0-3 Tomb Spydery, +75 points each 0-1 Pariahs, +40 points 0-3 Wraiths +50 points each
Eques	6 Destroyers	350	0-1 Necron Lord, +25 0-3 Wraiths, +50 points each Any number of Destroyers may be replaced with Heavy Destroyers at no cost
Obelisk Recon	6 Obelisks	300	None
Monolith	1 Monolith	65	0-3 Obelisks, +50 points each
Pylon	1 Pylon	200	None

NECRON REFERENCE SHEET v4
STRATEGY RATING 3 INITIATIVE 1+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Necron Lord	CH	n/a	n/a	n/a	n/a	Staff of Light or	base contact 15cm	Assault wpn, MW, +1A Small Arms, +1A	Leader, Invulnerable Save
Necron Warriors	INF	15cm	4+	5+	4+	Gauss Blaster	15cm	AP5+/AT6+	Necron
Immortals	INF	15cm	4+	4+	3+	Gauss Blaster	15cm	AP4+/AT6+	Necron
Flayed Ones	INF	15cm	4+	4+	n/a	Claws	base contact	Assault wpn	Necron, Scout, Infiltrator, Teleport
Pariah	INF	15cm	4+	3+	3+	Warscythe and	base contact	Assault wpn, MW, +1A	Fearless, Inspiring
Destroyers	INF	30cm	4+	6+	3+	2 x Gauss Cannons	15cm	AP4+/AT6+	Necron, Skimmer, Mounted
Heavy Destroyers	INF	30cm	4+	6+	3+	2 x Heavy Gauss Cannons	30cm	AT4+	Necron, Skimmer, Mounted
Wrath	INF	30cm	4+	4+	n/a	Claws	base contact	Assault wpn, +1A	Necron, Fearless, Skimmer Invulnerable Save
Monolith	AV	15cm	4+	6+	5+	Gauss Flux Arc Particle Whip	15cm 30cm	Small Arms, +1A per unit in range AP4+/AT4+	Fearless, Living Metal, Portal, Thick Rear Armour, Skimmer Teleport
Tomb Spider	AV	15cm	4+	5+	5+	Claws Scarab Swarms and	base contact 30cm 15cm	Assault wpn, MW, +1A AP5+/AT5+ Small Arms, +1A	Fearless, Walker, Leader
Obelisk	AV	30cm	5+	6+	5+	Particle Whip	base contact 30cm	Assault wpn, +1A AP4+/AT4+	Reinforced Armor, Fearless, Thick Rear Armor, Skimmer, Teleport
Pylon	WE	Immobile	4+	n/a	4+	Gauss Flux Arc Particle Accelerator and	15cm 120cm 120cm	Small Arms, +1A per unit in range MW4+ TK (D3) AA4+, MW, TK (D3)	DC 2, Fearless, Living Metal, Teleport, Thick Rear Armor Crit = see datasheet
Abattoir	WE	15cm	4+	3+	4+	Harvesters 3 x Scarab Swarms and	base contact 30cm 15cm	Assault wpn, TK (D3), +3A AP5+/AT5+ Small Arms, +1A	DC 6, Fearless, Living Metal, Thick Rear Armor, Skimmer, Infiltrator, Portal, Crit = see datasheet, May not Phase Out, Counts as Ruins when killed
C'tan - The Nightringer	WE	15cm	4+	3+	5+	Lightning Arc Gaze of Death Scythe	30cm base contact base contact	MW4+ Assault wpn, +1A per unit in range Assault wpn, MW, TK (D3), +1A	DC 3, Supreme Commander, Skimmer, Fearless, Inspiring, Living Metal, Teleport, Crit = see datasheet
C'tan - The Deceiver	WE	15cm	4+	4+	4+	Despair Claws	45cm base contact	6BP, Disrupt Assault wpn, TK, +2A	DC 3, Supreme Commander, Skimmer, Fearless, Inspiring, Living Metal, First Strike, Teleport, Crit = see datasheet
Eonic Orb	WE	20cm	4+	n/a	3+	Solar Flare or	90cm 75cm	MW3+, TK (D6) 12BP	DC 6, Fearless, Living Metal, Thick Rear Armor, Skimmer, May not Phase Out, Crit = see datasheet
Scythe class Harvester	SC	n/a	n/a	n/a	n/a	Orbital Bombardment 2 x Pin-point Attack	n/a n/a	4BP, MW MW2+, TK (D3)	