

NetEPIC 5.0 Army Book  
Necron "à la W40K" by Kotrin  
Version of April 18th, 2008

- @ : Combine barrage points from all battery

<b>BP</b>	<b>to-hit</b>
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
  - SB : Standard Barrage, 6cm diameter circle
  - LB : Large Barrage, 12cm diameter circle
  - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
  - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

## Warrior Legion

*Necron*

Necron Lord

Warrior Phalanx

8 Necron Warrior stands

Warrior Phalanx

8 Necron Warrior stands

Warrior Phalanx

8 Necron Warrior stands

**Cost : 850**

**Necron Lord**

*Infantry (1)*

Move	10cm	Save	4+f CAF	+5
Weapon	Range	Shoot		
Staff of Light	25cm	2d 4+	(-2)	

*Command, HQ, Combat Leader*

**Necron Warrior**

*Infantry (1)*

Move	10cm	Save	5+f CAF	+1
Weapon	Range	Shoot		
Gauss Flayer	50cm	1d 5+	(-1)	

*Break : 19* *Morale : -*  
**Victory Points : 11**

## Venator Legion

*Necron*

Necron Lord

Warrior Phalanx

8 Necron Warrior stands

Warrior Phalanx

8 Necron Warrior stands

Immortal Phalanx

6 Necron Immortal stands

**Cost : 900**

**Necron Lord**

*Infantry (1)*

Move	10cm	Save	4+f CAF	+5
Weapon	Range	Shoot		
Staff of Light	25cm	2d 4+	(-2)	

*Command, HQ, Combat Leader*

**Necron Warrior**

*Infantry (1)*

Move	10cm	Save	5+f CAF	+1
Weapon	Range	Shoot		
Gauss Flayer	50cm	1d 5+	(-1)	

**Necron Immortal**

*Infantry (1)*

Move	10cm	Save	5+f CAF	+1
Weapon	Range	Shoot		
Gauss Blaster	75cm	2d 5+	(-1)	

*Break : 17* *Morale : -*  
**Victory Points : 12**

## Harvester Legion

*Necron*

Necron Lord

Warrior Phalanx

8 Necron Warrior stands

Warrior Phalanx

8 Necron Warrior stands

Flayed Ones Phalanx

6 Flayed Ones stands

**Cost : 800**

**Necron Lord**

*Infantry (1)*

Move	10cm	Save	4+f CAF	+5
Weapon	Range	Shoot		
Staff of Light	25cm	2d 4+	(-2)	

*Command, HQ, Combat Leader*

**Necron Warrior**

*Infantry (1)*

Move	10cm	Save	5+f CAF	+1
Weapon	Range	Shoot		
Gauss Flayer	50cm	1d 5+	(-1)	

**Flayed One**

*Infantry (1)*

Move	10cm	Save	5+f CAF	+3
Weapon	Range	Shoot		
Claws	-	-	-	

*Infiltration, Fear*

*Break : 17* *Morale : -*  
**Victory Points : 10**

## Destroyer Legion

*Necron*

Destroyer Lord

Destroyer Eques

6 Destroyer stands

Destroyer Eques

6 Destroyer stands

Heavy Destroyer Eques

4 Heavy Destroyer stands

**Cost : 850**

**Destroyer Lord**

*Cavalry (2)*

Move	30cm	Save	4+f CAF	+5
Weapon	Range	Shoot		
Staff of Light	25cm	2d 4+	(-2)	

*Skimmer, Command, HQ, Combat Leader*

**Destroyer**

*Cavalry (2)*

Move	30cm	Save	5+f CAF	+2
Weapon	Range	Shoot		
Gauss Cannon	50cm	2d 5+	(-1)	

*Skimmer*

**Heavy Destroyer**

*Cavalry (2)*

Move	30cm	Save	5+f CAF	+2
Weapon	Range	Shoot		
Heavy Gauss Cannon	75cm	1d 4+	(-3)	

*Skimmer*

*Break : 13* *Morale : -*  
**Victory Points : 11**

**Monolith** *SuperHeavy (4)*

Move : 30cm max	Save : 1+	CAF : +4
Weapon	Range	Shoot
Particle Whip (Choose one mode)		
spread	75cm	4BP 5+ (-1)
focused	75cm	1d 3+ (-3)

*Heavy Skimmer, Teleport, PD(6), Portal (Infantry), Turret, All Around Armor*

## Monolith Egressor

*Necron*

Monolith Triceps

3 Necron Monoliths

Monolith Triceps

3 Necron Monoliths

Cost : 800

Break : 5    Morale : -  
Victory Points : 10

**Obelisk** *Vehicle (3)*

Move : 30cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Flux Arcs *	25cm	4d 5+ (-1)

\* Turret & Ignores Cover, Skimmer, Teleport, All Around Armor

## Obelisk Praecursor

*Necron*

Obelisk Tetra

4 Obelisks

Obelisk Tetra

4 Obelisks

Obelisk Tetra

4 Obelisks

Cost : 800

Break : 9    Morale : -  
Victory Points : 10

**Pylon** *SuperHeavy (4)*

Move : 10cm	Save : 1+/3+f	CAF : +6
Weapon	Range	Shoot
Particle Accelerator	120cm	2d 4+ (-3)

*Heavy Skimmer, Teleport, PD(10), Turret, Advanced Anti-Aircraft, All Around Armor, Only moves on Charge (10cm)*

## Pylon Triceps

*Necron*

Necron Pylon

Necron Pylon

Necron Pylon

Cost : 650

Break : 2    Morale : -  
Victory Points : 9

**Nightbringer** *Knight (4)*

Move : 30cm	Save : 4+f	CAF : +10
Weapon	Range	Shoot
Scythe	-	-

*Skimmer, Command, 2+ Psychic Save, Psyker, Terror, Turn's damage repaired on 4+, Can sustain 6 damage, All Around Armor, Explosion on death (1D6cm, 0 TSM)*

## Nightbringer

*Necron*

C'tan Nightbringer

*You can only have one C'tan in your army.*

Cost : 700

Break : Model    Morale : -  
Victory Points : 7

**1) Gaze of Death:** In the First Fire segment, place a Barrage template anywhere within LoS of the Nightbringer. Any unit more than half covered by the template suffers 8 BP with a -6 TSM. The attack causes D6 wounds on multi-wound creature. The Gaze of Death is a physical psychic attack.

**2) Ætheric Tempest:** In the First Fire segment, place the large 12 cm barrage template centered on the Nightbringer. All Vehicle class units and smaller are hit automatically with no TSM. The Ætheric Tempest is a physical psychic attack.

# Deceiver

Necron

C'tan Deceiver

*You can only have one C'tan in your army.*

Cost : 600

## Deceiver

*Knight (4)*

Move : 30cm	Save : 4+f	CAF : +8
Weapon	Range	Shoot
Hand of Fate	-	-

*Skimmer, Command, 2+ Psychic Save, Psyker, Turn's damage repaired on 4+, Can sustain 4 damage, All Around Armor, Explosion on death (1D6cm, 0 TSM)*

1) **Deceiver:** At the end of the Order Phase, pick an enemy unit with an order counter within LoS and place a new order counter next to it. Then roll 2D6: if the result is greater than the number of models affected so far, you can use Deceive on a new unit. Titans / Praetorians count as 10 models for this purpose. Psychic Save allowed.

2) **Misdirect:** This power must be used at the beginning of the Close Combat phase when the Deceiver is engaged by enemy units. The Deceiver leaves close combat before it is resolved. Place it within 10cm of its current position but at least 1cm away of any enemy unit and out of any impassable terrain. If no suitable location can be found, the power fails.

Break : Model Morale : -

Victory Points : 6

# Tomb Stalker

Necron

Tomb Stalker Titan

Cost : 450

## Tomb Stalker

*Titan (5)*

Move : 25cm	Save : Card	CAF : +10
Weapon	Range	Shoot
See card		

See Rules

Break : Model Morale : -

Victory Points : 5

# Abattoir

Necron

Abattoir Harvester Engine

Cost : 900

## Abattoir

*Praetorian (5)*

Move : 15cm max	Save : Card	CAF : +16
Weapon	Range	Shoot
See card		

See Rules

Break : Model Morale : -

Victory Points : 9

# Æonic Orb

Necron

Æonic Orb

Cost : 900

## Æonic Orb

*Praetorian (5)*

Move : 20cm max	Save : Card	CAF : +10
Weapon	Range	Shoot
See card		

See Rules

Break : Model Morale : -

Victory Points : 7

<p><b>Warbarque</b></p> <p><i>Necron</i></p> <p>Warbarque</p> <p><b>Cost : 400</b></p>	<p><b>Warbarque</b></p> <p><i>Praetorian (5)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : Card</td> <td>CAF : +8</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td colspan="3">See card</td> </tr> </table> <p>See Rules</p> <p><b>Break : Model</b> <i>Morale : -</i></p> <p><b>Victory Points : 4</b></p>	Move : 20cm	Save : Card	CAF : +8	Weapon	Range	Shoot	See card		
Move : 20cm	Save : Card	CAF : +8								
Weapon	Range	Shoot								
See card										
<p><b>Warrior Phalanx</b></p> <p><i>Necron</i></p> <p>8 Necron Warrior stands</p> <p><b>Cost : 300</b></p>	<p><b>Necron Warrior</b></p> <p><i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 5+f</td> <td>CAF : +1</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Gauss Flogger</td> <td>50cm</td> <td>1d 5+ (-1)</td> </tr> </table> <p><b>Break : +6</b> <i>Morale : -</i></p> <p><b>Victory Points : +4</b></p>	Move : 10cm	Save : 5+f	CAF : +1	Weapon	Range	Shoot	Gauss Flogger	50cm	1d 5+ (-1)
Move : 10cm	Save : 5+f	CAF : +1								
Weapon	Range	Shoot								
Gauss Flogger	50cm	1d 5+ (-1)								
<p><b>Immortal Phalanx</b></p> <p><i>Necron</i></p> <p>6 Necron Immortal stands</p> <p><b>Cost : 350</b></p>	<p><b>Necron Immortal</b></p> <p><i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 5+f</td> <td>CAF : +1</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Gauss Blaster</td> <td>75cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p><b>Break : +5</b> <i>Morale : -</i></p> <p><b>Victory Points : +5</b></p>	Move : 10cm	Save : 5+f	CAF : +1	Weapon	Range	Shoot	Gauss Blaster	75cm	2d 5+ (-1)
Move : 10cm	Save : 5+f	CAF : +1								
Weapon	Range	Shoot								
Gauss Blaster	75cm	2d 5+ (-1)								

<p><b>Flayed Ones Phalanx</b></p> <p><i>Necron</i></p> <p>6 Flayed Ones stands</p> <p><b>Cost : 250</b></p>	<p><b>Flayed One</b></p> <p><i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 5+f</td> <td>CAF : +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Claws</td> <td>-</td> <td>-</td> </tr> </table> <p><i>Infiltration, Fear</i></p> <p><b>Break : +5</b> <i>Morale : -</i></p> <p><b>Victory Points : +4</b></p>	Move : 10cm	Save : 5+f	CAF : +3	Weapon	Range	Shoot	Claws	-	-
Move : 10cm	Save : 5+f	CAF : +3								
Weapon	Range	Shoot								
Claws	-	-								
<p><b>Pariah Phalanx</b></p> <p><i>Necron</i></p> <p>4 Pariah stands</p> <p><b>Cost : 300</b></p>	<p><b>Pariah</b></p> <p><i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 5+</td> <td>CAF : +5</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Gauss Blaster</td> <td>50cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p><i>Elite, Soulless, Psychic Abomination</i></p> <p><b>Break : +3</b> <i>Morale : -</i></p> <p><b>Victory Points : +4</b></p>	Move : 10cm	Save : 5+	CAF : +5	Weapon	Range	Shoot	Gauss Blaster	50cm	2d 5+ (-1)
Move : 10cm	Save : 5+	CAF : +5								
Weapon	Range	Shoot								
Gauss Blaster	50cm	2d 5+ (-1)								
<p><b>Wraith Phalanx</b></p> <p><i>Necron</i></p> <p>3 Wraith stands</p> <p><b>Cost : 150</b></p>	<p><b>Wraith</b></p> <p><i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : 4+f</td> <td>CAF : +5</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Shock Lash</td> <td>-</td> <td>-</td> </tr> </table> <p><i>Hard to Hit, Phase Shift</i></p> <p><b>Break : +2</b> <i>Morale : -</i></p> <p><b>Victory Points : +3</b></p>	Move : 30cm	Save : 4+f	CAF : +5	Weapon	Range	Shoot	Shock Lash	-	-
Move : 30cm	Save : 4+f	CAF : +5								
Weapon	Range	Shoot								
Shock Lash	-	-								
<p><b>Destroyer Eques</b></p> <p><i>Necron</i></p> <p>6 Destroyer stands</p> <p><b>Cost : 300</b></p>	<p><b>Destroyer</b></p> <p><i>Cavalry (2)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : 5+f</td> <td>CAF : +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Gauss Cannon</td> <td>50cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p><i>Skimmer</i></p> <p><b>Break : +5</b> <i>Morale : -</i></p> <p><b>Victory Points : +4</b></p>	Move : 30cm	Save : 5+f	CAF : +2	Weapon	Range	Shoot	Gauss Cannon	50cm	2d 5+ (-1)
Move : 30cm	Save : 5+f	CAF : +2								
Weapon	Range	Shoot								
Gauss Cannon	50cm	2d 5+ (-1)								

**Destroyer Eques**  
Necron  
4 Heavy Destroyer stands  
Cost : 300

**Heavy Destroyer Cavalry (2)**  
Move : 30cm Save : 5+f CAF : +2  
Weapon Range Shoot  
Heavy Gauss Cannon 75cm 1d 4+ (-3)  
Skimmer

Break : +3 Morale : -  
Victory Points : +4

**Tomb Spider**  
Necron  
Tomb Spider stand  
Cost : 50

**Tomb Spider Cavalry (2)**  
Move : 15cm Save : 4+ CAF : +2  
Weapon Range Shoot  
Scarab Swarm \* 25cm 4BP 5+ (0)  
\* Ignores Cover, Skimmer, HQ, Auto-Repair

Break : +1 Morale : -  
Victory Points : +1

**Obelisk Tetra**  
Necron  
4 Obelisks  
Cost : 300

**Obelisk Vehicle (3)**  
Move : 30cm Save : 3+ CAF : +2  
Weapon Range Shoot  
Flux Arcs \* 25cm 4d 5+ (-1)  
\* Turret & Ignores Cover, Skimmer, Teleport, All Around Armor

Break : +3 Morale : -  
Victory Points : +4

**Tomb Golem Triceps**  
Necron  
3 Tomb Golems  
Cost : 250

**Tomb Golem Knight (4)**  
Move : 20cm Save : 3+f CAF : +5  
Weapon Range Shoot  
Gauss Bane 25cm 2d 4+ (-3)  
Penetrating (+1), Attacks a Single Target

Break : +2 Morale : -  
Victory Points : +4

**Monolith Triceps**  
Necron  
3 Necron Monoliths  
Cost : 450

**Monolith Super-Heavy (4)**  
Move : 30cm max Save : 1+ CAF : +4  
Weapon Range Shoot  
Particle Whip (Choose one mode)  
spread 75cm 4BP 5+ (-1)  
focused 75cm 1d 3+ (-3)  
Heavy Skimmer, Teleport, PD(6), Portal (Infantry), Turret, All Around Armor

Break : +2 Morale : -  
Victory Points : +3

**Pylon**  
Necron  
Necron Pylon  
Cost : 250

**Pylon Super-Heavy (4)**  
Move : 10cm Save : 1+/3+f CAF : +6  
Weapon Range Shoot  
Particle Accelerator 120cm 2d 4+ (-3)  
Heavy Skimmer, Teleport, PD(10), Turret, Advanced Anti-Aircraft, All Around Armor, Only moves on Charge (10cm)

Break : +1 Morale : -  
Victory Points : +4

**Scarab Swarms**  
Necron  
2 Scarab Tokens  
Cost : 50

Each token can be used in two ways:  
1) **Repair**: Use a token to re-roll a fixed save on any Infantry-sized stand. A save can only be re-rolled once.  
2) **Assault**: Use a token to attack the enemy. Place a barrage template within 25cm of a Necron infantry stand. Each enemy model under the template suffers 4BP ignoring cover with no TSM. A single infantry stand can only "send" one Scarab Swarm per turn this way.

Break : - Morale : -  
Victory Points : +1