

**EPIC UK PRESENTS**

# **CODEX: NECRONS**

**An unofficial codex for use with Games Workshop's  
Epic Armageddon rule set**

**Version: 140516**

# **INFORMATION**

## **MORE INFORMATION ABOUT THE NECRONS**

For more information into the background of the Necrons, please purchase the Warhammer 40,000 Necron Codex © from Games Workshop. Alternatively you can visit Games Workshop's website for more information.

## **THANK YOU**

A big thank you has to go to the EPIC UK committee; without their enthusiasm, for a game that they love, this army book wouldn't be a reality. The wish and will to improve a fantastic tournament wargame, within the UK, has been their only payment.

A big thank you also has to go to Games Workshop; without their imagination, creativeness and support this game would not be around today. A special thank you has to go to Jervis Johnson and all the Fanatic team, both past and present.

Also a big thank you has to go to all the independent EPIC developers, especially the army developers on the Tactical Command internet forum. Without their ideas some of the developments within this book would not be a reality.

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# **NECRON SPECIAL RULES**

## **REANIMATION PROTOCOLS**

Units with the *Reanimate* ability that have been destroyed can regenerate.

Formations can return one previously destroyed unit with the *Reanimate* ability to play in the end phase of each turn, either on or off the board. In addition, if a formation regroups on the board it can use the dice rolls to either return units with the *Reanimate* ability to play or to remove blast markers or both (e.g. if you rolled a two you could return two units to play, remove two blast markers or return one unit and remove one blast marker). Units reanimated on the board must be set up within 5 cm of an unreturned unit in their formation.

Formations off board are restricted to using their regroup function to remove blast markers only.

## **IMPLACABLE ADVANCE**

All formations in the army receive a +1 modifier to their action test roll when attempting a marshal action. Due to their steady, deliberate nature no formations in the army can take a march action.

## **PHASE OUT**

In the end phase of the turn, before any rallying, remove broken formations in the army from the board and into the reserves. Keep these formations separate from any destroyed units. All broken formations in reserve will then roll to rally (1.14.1).

Formations that rally may re-enter the table the following turn through a portal, or with their teleport ability (2.1.17). If any formation fails to rally then it must remain in the reserves until it does rally.

Formations in the army in reserve are considered destroyed for the Break Their Spirit goal and for the purpose of calculating tiebreaker victory points.

With the exception of the C'tan, no War Engines in the army may phase out.

## **PORTALS**

Any formations in the army other than the *Æonic Orb* or the *Abattoir* may begin the game in reserve. Formations in reserve may enter play using their teleport ability, or via a portal using an action that allows movement. Measure the movement of any units in the formation using any point of the portal as the starting point.

Additionally, formations in the army may leave the board. Units in a formation that move into base contact with a portal may be placed into the reserves. Once in reserve units in a formation may either re-enter play immediately via another portal, provided they have movement available, or remain in reserve. If at the end of any move, a unit is out of formation it is destroyed (1.7.4).

Portals can only be used by armoured 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.

## **LIVING METAL**

Living metal works like an invulnerable save (2.1.6) in all respects, except that this invulnerable save is at 4+. Against *Titan Killer* attacks a war engine makes an invulnerable save against each point of damage.


## **MAY NOT GARRISON**

No formations in a Necron army may be set up using the tournament game scenario garrison rule (6.1.5).

# NECRONS UNITS


NECRON OVERLORD				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Staff of Light or	(15cm) (base contact)	Small Arms Assault Weapons	Extra Attack (+1) Macro Weapon, Extra Attack (+1)	

**Notes:** Character, Invulnerable Save, Supreme Commander.




NECRON LORD				
Type	Speed	Armour	Close Combat	Fire Fight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
Staff of light or	(15cm) (base contact)	Small Arms Assault Weapons	Extra Attack (+1) Macro Weapon, Extra Attack (+1)	

**Notes:** Character, Invulnerable Save, Leader.




NECRON WARRIORS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	5+	4+
Weapon	Range	Fire Power	Notes	
Gauss Flayers	15cm	AP5+/AT6+	-	

**Notes:** Reanimate.




NECRON IMMORTALS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	4+	3+
Weapon	Range	Fire Power	Notes	
Gauss Blasters	15cm	AP4+/AT6+	-	

**Notes:** Reanimate.




NECRON PLAYED ONES				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	3+	-
Weapon	Range	Fire Power	Notes	
Claws	(base contact)	Assault Weapons	-	

**Notes:** Infiltrator, Reanimate, Scout, Teleport.



NECRON TOMB SPYDER				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	4+	5+
Weapon	Range	Fire Power	Notes	
Scarab Swarms and or	30cm (15cm) (base contact)	AP5+/AT5+ Small Arms Assault Weapons	Ignore Cover Extra Attack (+1), Ignore Cover Extra Attack (+1), Ignore Cover	
Big Claws	(base contact)	Assault Weapons	Macro Weapon	

**Notes:** Fearless, Leader, Skimmer, Walker.



NECRON PARIAHS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	15cm	4+	3+	3+
Weapon	Range	Fire Power	Notes	
War Scythe and	15cm (base contact)	AP4+/AT6+ Assault Weapons	Macro Weapon, Extra Attack (+1)	

**Notes:** *Inspiring.*



NECRON DESTROYERS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	25cm	4+	6+	3+
Weapon	Range	Fire Power	Notes	
2 x Gauss Cannon	30cm	AP4+/AT6+	-	

**Notes:** *Mounted, Reanimate, Skimmer.*



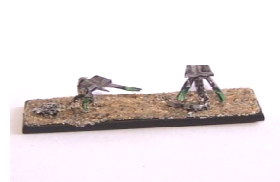
NECRON HEAVY DESTROYERS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	25cm	4+	6+	4+
Weapon	Range	Fire Power	Notes	
Heavy Gauss Cannon	30cm	AT3+	-	

**Notes:** *Mounted, Reanimate, Skimmer.*



NECRON WRAITHS				
Type	Speed	Armour	Close Combat	Fire Fight
Infantry	30cm	4+	4+	-
Weapon	Range	Fire Power	Notes	
Wraith Claws	(base contact)	Assault Weapons	Extra Attack (+1)	

**Notes:** *First Strike, Invulnerable Save, Jump Pack, Reanimate.*



NECRON MONOLITH				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	15cm	4+	6+	5+
Weapon	Range	Fire Power	Notes	
Particle Whip	30cm	AP4+/AT4+	-	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	

**Notes:** *Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour.*




NECRON OBELISK				
Type	Speed	Armour	Close Combat	Fire Fight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Fire Power	Notes	
Particle Flail	45cm	AP4+/AT4+	-	

**Notes:** *Fearless, Reinforced Armour, Skimmer, Teleport, Thick Rear Armour.*




NECRON PYLON				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	Immobile	4+	-	4+
Weapon	Range	Fire Power	Notes	
Particle Accelerator	120cm	MW4+	Titan Killer (D3)	
<u>and</u>	90cm	AA4+	Titan Killer (D3)	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	



Damage Capacity: 2  
Critical Hit Effect: The Pylon is destroyed in a massive explosion, inflicting a hit on any unit within 5cm on a 5+, saves are allowed as normal.

**Notes:** Fearless, Living Metal, Teleport, Thick Rear Armour.

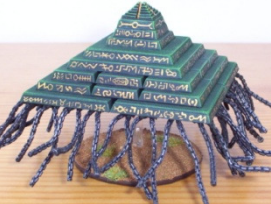
NECRON WARBARQUE				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	6+	4+
Weapon	Range	Fire Power	Notes	
2 x Particle Cannon	60cm	AP5+/AT3+	-	
2 x War Cannon	30cm	AT4+	-	
2 x Gauss Cannon	30cm	AP4+/AT6+	-	
Gauss Flux Arc	(15cm)	Small Arms	Extra Attacks (+2)	



Damage Capacity: 3  
Critical Hit Effect: The Warbarque's portal is destroyed and may no longer be used; any additional critical hit destroys the Warbarque.

**Notes:** Commander, Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour.


NECRON ABATTOIR				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	2+	4+
Weapon	Range	Fire Power	Notes	
3 x Scarab Swarms	30cm	AP5+/AT5+	Ignore Cover	
<u>and</u>	(15cm)	Small Arms	Extra Attack (+1), Ignore Cover	
<u>or</u>	(base contact)	Assault Weapons	Extra Attack (+1), Ignore Cover	
Harvesters	(base contact)	Assault Weapons	Extra Attacks (+2), Titan Killer (D3)	



Damage Capacity: 8  
Critical Hit Effect: A capacitor explosion causes an automatic hit to the Abattoir and also inflicts a hit to any unit within 5cm on a 5+, saves are allowed as normal.

**Notes:** Fearless, Infiltrator, Living Metal, Portal, Skimmer, Thick Rear Armour.

NECRON ÆONIC ORB				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	20cm	4+	-	3+
Weapon	Range	Fire Power	Notes	
Solar Flare	90cm	MW3+	Titan Killer (2D3)	
<u>or</u>	90cm	12BP	-	




Damage Capacity: 6  
Critical Hit Effect: A containment breach causes an automatic hit to the Orb and also inflicts a hit to any unit within 5cm on a 5+, saves are allowed as normal.

**Notes:** Fearless, Living Metal, Skimmer, Thick Rear Armour.

C'TAN (THE NIGHTBRINGER)				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	3+	5+
Weapon	Range	Fire Power	Notes	
Lightning Arc	30cm	MW4+	-	
Gaze of Death	(base contact)	Assault Weapons	Macro Weapon, Extra Attacks (+2)	
Scythe	(base contact)	Assault Weapons	Extra Attacks (+2), Titan Killer (D3)	

Damage Capacity: 3  
Critical Hit Effect: An energy surge causes an automatic hit to the Nightbringer and also causes a hit to any unit within 5cm on a 6+, saves are allowed as normal.


**Notes:** *Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker.*



C'TAN (THE DECEIVER)				
Type	Speed	Armour	Close Combat	Fire Fight
War Engine	15cm	4+	4+	4+
Weapon	Range	Fire Power	Notes	
Despair	45cm	4BP	Disrupt	
Claws	(base contact)	Assault Weapons	Extra Attacks (+2), Titan Killer (1)	

Damage Capacity: 3  
Critical Hit Effect: An energy surge causes an automatic hit to the Deceiver and also causes a hit to any unit within 5cm on a 6+, saves are allowed as normal.

**Notes:** *Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker.*



NECRON SCYTHER CLASS CRUISER				
Type	Speed	Armour	Close Combat	Fire Fight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Fire Power	Notes	
2 x Pin-point Attack	n/a	MW2+	Titan Killer (D3)	

**Notes:**



## NECRON ARMY LIST

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

NECRON CHARACTERS		
FORMATION	UNITS	POINTS COST
0-1 Tomb Complex	Replace the Blitzkrieg objective on your side of the table with a Tomb Complex, this counts as an objective and a portal which may not be attacked or damaged in any way.	75
0-1 Supreme Commander	Replace one Necron Lord character in the army with a Necron Overlord character <u>or</u> One C'tan	50 300

NECRON PHALANXES			
FORMATION	UNITS	UPGRADES	POINTS COST
Infantry Phalanx	Six Necron Warrior units and one Necron Lord character	Immortals, Pariahs, Tomb Spydery	225

NECRON SUPPORT FORMATIONS (Up to two may be taken for each Necron Phalanx in the army)			
FORMATION	UNITS	UPGRADES	POINTS COST
Destroyer Maniple	Six Necron Destroyer or Necron Heavy Destroyer units	Necron Lord	300
Flayer Maniple	Six Necron Flayed Ones units	Necron Lord, Pariahs, Tomb Spydery	200
Monolith Maniple	One Necron Monolith and two Necron Obelisks	Monoliths	200
Obelisk Maniple	Six Necron Obelisks	-	300
Wraith Maniple	Four Necron Wraith units	-	200

NECRON UPGRADES		
UPGRADE	UNITS	POINTS COST
Immortals	Add two Necron Immortal units	75
Necron Lord	Add one Necron Lord character	25
Monoliths	Replace one or two Necron Obelisks with Necron Monoliths	50 each
Pariahs	Add one Necron Pariah unit	50
Tomb Spydery	Add up to three Necron Tomb Spydery	50 each

NECRON HARVESTERS			
FORMATION	UNITS	UPGRADES	POINTS COST
Necron Abattoir	One Necron Abattoir	-	650
Necron Æonic Orb	One Necron Æonic Orb	-	650
Necron Pylon	One Necron Pylon	-	200
Necron Warbarque	One Necron Warbarque	Necron Lord	300
0-1 Spacecraft	One Necron Scythe Class Cruiser	-	200

### USING THE ARMY LIST

- Each allowed Necron upgrade can be taken once per formation.
- A maximum of up to a third of the points available to the army may be spent on Necron Harvesters.

# EPIC UK NECRONS

## WHAT, HOW AND WHY

So you've just finished reading through the new EPIC UK Necron codex, however you have some questions; what has EPIC UK done? How have we done it and why? Well this part of the army book is here to help you out!

Below you will find out what we've done, how and why we did it. Have a read though this and find out what was in the EPIC UK team's head when we designed the Necron army list.

## NECRONS

This list is based on the Epic: Raiders Necron army list and so special thanks must be given to all the NetEA Necron play testers on the tactical command forums (<http://www.taccmd.tacticalwargames.net/index.php>) and to William L. Sturtevant for his work.

Most changes made to the list are cosmetic in nature and designed to simplify the list for tournament play and to move the list away from a purely raider style and towards a more generalised Necron army list.

The main change made to the list is a modification of the **Living Metal** rule to make it less frustrating to play against and to force the Necron player to consider and plan around the presence of macro and titan killer weapons in the opposing army, while still retaining good protection against these weapons. This resulted in a points drop for some of the larger Necron Harvesters.

Also the option of a **Necron Overlord** has been added to the list, so a player is not forced to take a war engine if they want to field a supreme commander.

The **Necron Scythe Class Cruiser** has lost its orbital barrage and been reduced in cost to two hundred points to make it a more viable option in tournament games. Finally the **Necron Destroyer** formation was found to be too expensive and has received a price drop to three hundred points.

## UPDATED NECRONS

A generally very distinct and powerful tournament army, it was decided to update some units that receive little play. At the same time a few minor changes were made for balance reasons.

**Wraiths** have always been an expensive upgrade option, while simultaneously fitting poorly into other Necron formations. Moved to a relatively cheap support maniple, **Wraiths** now function as specialised assault troops while also giving the list access to a source of fast infantry. **Tomb Spyderys** received a minor buff with a small increase in CC ability and **C'tan** now have a much less harsh critical effect and have moved away from competing with other harvester formations for points in the army.

Certain Necron list builds have been found to be very powerful and a number of minor points adjustments were made in light of this. The **Monolith** Maniple is now more flexible, but the price of upgrading **Obelisks** to **Monoliths** has increased slightly. The Necron **Immortals** upgrade has also received a slight points increase for each unit.

Well I hope this answers your questions of What, How and Why. If not please send the EPIC UK team an email and we will try to answer any queries you may have.

Thank you

The EPIC UK Team