SCARAB CONFLICT NECRON ARMY LIST

The Necron are an ancient race whose origins are a mystery to the scholars of the Imperium. What precious little information has been learned from interrogations of Eldar who themselves only have stories that have become little more than legends. Known to the Eldar as the Yngir, the Necron are the remnants of an ancient race called the Necrontyr.

Forces
The Scarab Conflict Necron Army List uses the datasheets from the Necron Forces section.

Using The Army List
Scarab Conflict Necron formations come in three types, the first two are phalanxes and support formations. Each phalanx you include in the army allows you to field any three support formations. Although you can only take a support formation if you first take a phalanx, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Harvestor formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Necron Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: A Necron formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules
The *Implacable Advance* rule applies to all Necron formations (see *Implacable Advance*) and the *Phase Out* rule applies to certain formations (see *Phase Out*). Additionally, certain units and weapons have special abilities described in *Necron Technology* (see *Necron Technology*).

SPECIAL RULE
Scarab Conflict Necron Army Epic Tournament Special Rules

Necron Reserves: Any Necron formation may be held back "in reserve" (with the exception of the Aeonic Orb and Abattoir) if you are playing the Epic Tournament scenario. Note that formations that do not have *teleport* will only be able to enter play through portals. Any Necron formation in the reserves for any reason (either because it has not yet entered play or it is broken) is considered destroyed for the purpose of tiebreak, or the "Break Their Spirit" goal.

Garrisons: The Necron typically act in an offensive manner and as such, their formations may not garrison in the Epic Tournament scenario unless fielding a Tomb Complex. To represent that a tomb may contain active Necron, the player may choose to garrison up to two Infantry Phalanx formations at the Tomb Complex.

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Scarab Conflict Necron armies have a strategy rating of 2. All other formations have an initiative rating of 1+, but receive modifiers depending on the action chosen when taking an action test (see *Implacable Advance*).

NECRON INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Tomb Complex	The first objective the Necron player places on their own table edge functions both as a Portal and as an objective for the rules purposes. It may not be destroyed. Formations using the Portal should measure from the edge of the board as the formation's starting point.	+75 points

NECRON PHALANXES

FORMATION	UNITS	EXTRAS	COST
Infantry Phalanx	Six Necron Warriors and one Necron Lord character	Add up to three Immortals for +40 points each Add up to three Tomb Spyders for +50 points each Add up to three Wraiths for +50 points each Add up to one unit of Pariahs for +60 points	225 points

NECRON SUPPORT FORMATIONS

(Each phalanx you include in the army allows you to field any three support formations.)

FORMATION	UNITS	EXTRAS	COST
Armoued Phalanx	Six Obelisks	None	300 points
Eques Maniple	Any six of the following units: Destroyers, Heavy Destroyers	Add up to one Necron Lord character to any unit in the formation for +25 points Add up to three Wraiths for +50 points each	350 points
Monolith Maniple	One Monolith and two Obelisks	Add up to one Obelisk for +50 points Add up to one Monolith for +75 points	200 points
Monolith Phalanx	Three Monoliths	Add up to three Obelisks for +50 points each	275 points
Venator Maniple	Six Flayed Ones	Add up to one Necron Lord character to any unit in the formation for +25 points Add up to three Tomb Spyders for +50 points each Add up to three Wraiths for +50 points each Add up to one unit of Pariahs for +60 points	200 points

NECRON HARVESTERS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS		COST
0–1 C'tan	One of the following units: The Deceiver, The Nightbringer	None	300 points
0–1 Harvester Engine	One of the following units: Abattoir, Æonic Orb	None	750 points
0–1 Spacecraft	One Scythe Class Harvester	None	350 points
Pylon	One Pylon	None	200 points
0–2 Warbarque	One Warbarque	If a C'tan is not fielded then one Warbarque in the army may be given *Supreme Commander* for +50 points	300 points

NECRON FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Necron Lord	CH	n/a	n/a	n/a	n/a	Staff of Light	(15cm)	Small Arms, EA(+1)	*Invulnerable Save, Leader.*
						or	(bc)	Assault Weapons, EA(+1), MW	
Destroyers	INF	25cm	4+	6+	3+	2× Gauss Cannon	30cm	AP4+/AT6+	*Mounted, Necron, Skimmer.*
Flayed Ones	INF	15cm	4+	3+	-	-			*Infiltrator, Necron, Scout, Teleport.*
Heavy Destroyers	INF	25cm	4+	6+	4+	Heavy Gauss Cannon	30cm	AT3+	*Mounted, Necron, Skimmer.*
Immortals	INF	15cm	4+	4+	3+	Gauss Blasters	15cm	AP4+/AT6+	*Necron.*
Necron Warriors	INF	15cm	4+	5+	4+	Gauss Flayers	15cm	AP5+/AT6+	*Necron.*
Pariahs	INF	15cm	4+	3+	3+	War Scythes	15cm	AP4+/AT6+	*Inspiring.*
						and	(bc)	Assault Weapons, EA(+1), MW	
Wraiths	INF	30cm	4+	4+	-	Claws	(bc)	Assault Weapons, EA(+1)	*First Strike, Invulnerable Save, Jump Packs, Necron.*
Monolith	AV	15cm	4+	6+	5+	Particle Whip	30cm	AP4+/AT4+	*Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour.*
						Gauss Flux Arc	(15cm)	Small Arms, EA(+2)	
Obelisk	AV	30cm	5+	6+	5+	Particle Flail	45cm	AP4+/AT4+	*Fearless, Reinforced Armour, Skimmer, Teleport, Thick Rear Armour.*
Tomb Spyder	AV	15cm	4+	5+	5+	Scarab Swarm	30cm	AP5+/AT5+, IC	*Fearless, Leader, Skimmer, Walker.*
						and	(15cm)	Small Arms, EA(+1), IC	
						or	(bc)	Assault Weapons, EA(+1), IC	
						Claws	(bc)	Assault Weapons, MW	
Abattoir	WE	20cm	4+	2+	4+	3× Scarab Swarm	30cm	AP5+/AT5+, IC	*Damage Capacity 8, Fearless, Infiltrator, Living Metal, Portal, Skimmer, Thick Rear Armour. Critical Hit Effect: The unit and all units within 5cm of the unit suffer a titan killer hit on a roll of 4+.*
						and	(15cm)	Small Arms, EA(+1), IC	
						or	(bc)	Assault Weapons, EA(+1), IC	
						Harvesters	(bc)	Assault Weapons, EA(+2), TK	
Aeonic Orb	WE	20cm	4+	-	3+	Solar Flare	90cm	MW3+, MW, TK(D6)	*Damage Capacity 6, Fearless, Living Metal, Skimmer, Thick Rear Armour. Critical Hit Effect: Center the barrage template that is 12cm across on the unit and resolve the effect as if it were a 3BP macro-weapon barrage.*
						or	90cm	12BP	
Pylon	WE	Immobile	4+	-	4+	Particle Accelerator	120cm	MW4+, TK(D3)	*Damage Capacity 2, Fearless, Living Metal, Teleport, Thick Rear Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 4+.*
						and	90cm	AA4+, TK	
						Gauss Flux Arc	(15cm)	Small Arms, EA(+2)	
The Deceiver	WE	15cm	4+	4+	4+	Despair	45cm	4BP, D	*Damage Capacity 3, Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 4+.*
						Claws	(bc)	Assault Weapons, EA(+2), TK(D3)	
The Nightbringer	WE	15cm	4+	3+	5+	Lightning Arc	30cm	MW4+, MW	*Damage Capacity 3, Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 4+.*
						Gaze of Death	(bc)	Assault Weapons, EA(+2), MW	
						Scythe	(bc)	Assault Weapons, EA(+2), TK(D3)	
Warbarque	WE	20cm	4+	6+	4+	2× Particle Cannon	60cm	AP5+/AT3+	*Commander, Damage Capacity 3, Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour. Critical Hit Effect: The unit looses Portal. Subsequent critical hits destroy the unit.*
						2× War Cannon	30cm	AT4+	
						2× Gauss Cannon	30cm	AP4+/AT6+	
						Gauss Flux Arc	(15cm)	Small Arms, EA(+2)	
Scythe Class Harvester	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	4BP, MW	
						2× Pin-Point Attack	n/a	MW2+, TK(D3)	

SPECIAL RULE

Necron Technology[1]

Necron: Necron technology allows many of its units to repair themselves at an accelerated rate. This is reflected as the Necron ability in a unit's datasheet.

Units with *Necron* that have been destroyed can regenerate. Formations can return one previously destroyed Necron unit in the end phase of each turn either on or off the board. In addition, if a formation regroups on board it can use the dice rolls to either return units with the Necron ability to play or to remove blast markers or both (e.g., if you rolled a "2" you could return 2 units to play, remove 2 blast markers, or return 1 unit and remove 1 blast marker). Formations off board are restricted to using their regroup function to remove blast markers only.

Portal: Necron Portals are the primary means by which the Necron forces are transported across the galaxy. Any formation that is in the reserves, either because it has not entered play or has left the board for any reason, may enter play via a *portal* as part of any activation that allows movement. Measure their movement using the portal as the starting point. Additionally, formations may leave the board by entering a portal, taking them into the reserves. Note that once in the reserves they can either re-enter play immediately via another portal, provided they have movement, or remain in the reserves.

Necron Portals can only be used by armoured vehicles with *walker*, infantry, or light vehicles units. Each portal can be used only once per turn for either entering or exiting the battlefield, not for both. Thus a formation may enter one portal with part of their movement, and exit from a second, unused portal, continuing their movement from that portal.

If, at the end of the movement, a unit is out of formation it is destroyed (see Formations). Example: if you moved a formation of four units through one portal and out another and two units were unable to make the full movement (i.e. get through the second portal), the Necron player would have to choose which units were to be destroyed, the two that moved through the portal or the two that didn't.

Living Metal: Units made of *living metal* receive a *reinforced armor* saving throw against normal weapons, or weapons with *lance* or *macro-weapon*. In addition, their save is not reduced by *sniper*. Any titan killer attacks are automatically reduced to *titan killer (1)* when resolving hits against units with living metal, and living metal units are permitted a single armor save.

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1. **Necron Technology**

Q: Can the *leader* special ability be used to return a destroyed Necron unit instead of removing an additional Blast marker?

A: Yes, but only when regrouping.

Q: Can a Necron formation in reserve carry out a marshal action, move to enter play and regenerate destroyed units by regrouping?

A: Yes.

Q: Can a Necron formation carry out a marshal action, move through a portal into reserve and regenerate destroyed units by regrouping?

A: No.

Q: Can a portal be used if its formation is broken?

A: Yes.

Q: Can a formation enter play via a portal that is covered by, or is in the zone of control of, enemy units?

A: Yes, but the formation using it to enter play would have to carry out an engage action.

Q: What happens when a formation in reserve fails its action test and needs to enter play via a portal that is covered by, or is in the zone of control of, enemy units?

A: It takes a Blast marker, and may not take a hold action. It effectively looses its activation.

SPECIAL RULE
Implacable Advance

The Necron are an offensive army, always on the advance, stopping only to eliminate enemy positions before moving on to harvest others. While subject to disruption from losses and enemy fire, the mechanical nature of the Necron permits them to easily reorganize to maintain the offensive momentum. Necron formations receive a +1 bonus to Marshal actions. Due to their steady, deliberate, nature Necron formations cannot take a March action.

SPECIAL RULE
Phase Out

When a Necron formation becomes broken, it does not just fall back, but also vanishes from the battlefield without leaving any proof of its existence.

In the end phase of the turn, remove the formation from the board into the reserves, but keep it away from any destroyed units. The formation will roll to rally in the end phase, handling blast markers as per the core rules. It may re-enter by teleporting, or through a portal. If there are not enough portals to deal with all the off-table formations, then the formation must remain off the table until a portal is available for it to use. If the rally roll fails, the formation must remain in the reserves until it rallies. Note that with the exception of the C'tan, no Necron War Engines may phase out.