

NETEPIC 5.0 ARMY BOOK

SLANN

BY THE NETEPIC DISCUSSION GROUP

The NetEpic project is a group effort and individual contributors are not usually mentioned. However, it would be unfair to ignore that the major creative effort regarding the background and adaptation of the Slann to NetEpic has been done by one member, Teras Cassidy. In close collaboration, Peter Ramos created many of the new Necron units, and Darius Spano and Ed Heidal have provided both significant contributions & extensive playtesting.

Disclaimer: If you cannot differentiate between fantasy and reality, or cannot conceive that others may do so, please put this book down, walk away and don't approach the subject of tabletop wargaming again until you grow up a bit.

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Background

The Slann are, perhaps, the eldest of sentient spacefaring races in the universe. What galaxy or planet spawned them is unknown even to the Slann themselves, since this fact is lost in the staggering mists of time. It is hypothesized that they may have emerged from a predominantly aquatic planet with the sparse landmasses being very humid. All this is conjecture and speculation however, since the Slann have never answered these questions. What is unquestionable is their technology and mastery of the warp. Amongst their greatest achievements is the warp web-way. Now mostly abandoned by the Slann and the still functional portals controlled by the Eldar. It is rumored that at the peak of their power they seeded life on many planets, including Earth. Every Slann is expected to live its life according to a strange, mystic and largely unfathomable ritual, as part of which the individual passes through life stages. The calling to a life stage would seem a real and almost unstoppable thing to a Slann, and can happen at any time, so that a peaceful technician may become a wanderer, a hermit, a warrior, etc.

Long ago the Slann slowly dwindled into stupor. Self-interest and introspection rose above curiosity and the care of the universe. Over thousands of years their decline was steady and relentless. Their favored children, the Eldar, became ascendant and claimed much of what were their masters, although never fully understanding the immensity of it. The Slann drifted away into uncaring oblivion. Then something in the recesses of the universe stirred. Slowly at first, but then it quickened its pace as galaxies died. Even then the Slann did not care. What were galaxies compared to the immensity of the universe? But also Slann worlds died and the long stupor collapsed and realization set in. Here was a foe equal to the might of the Slann. Unbending, unyielding and all consuming. The enemies were the Tyranids. At first the Slann were contemptuous of the lowly bio-tech spawns and easily crushed them. It became rapidly clear however that the foe had two enormous strengths. Numbers and adaptability. Where force of numbers would not suffice the rapid evolution of the Tyranid hordes made victories harder and harder.

The wise amongst the Slann soon knew that if other races did not commit to the war they would be doomed. The Slann have now entered the Imperium of Man and they demand that these younglings submit to their makers will and fight the Tyranids. But sometimes children can be rebellious

Exodus Slann

During the dwindling of the Slann Empire many Slann planets were not evacuated. These planets were long forgotten about. During the millennia of years that the Slann Empire lost interest in the galaxy these Slann fought to survive. They have lost much of their great technology and the society structure has collapsed. The Slann society on these planets is more of a tribal existence than a cultural one. Now that the Slann has started to rebuild their Empire in the galaxy they are finding these planets once again. Seeing that these planets were of Slann stock they were quickly adopted back into the Empire, and are know to the Slann as the Exodus Slann. The Exodus Slann though willing to follow there elder more advanced relatives would not let go of their cultural up bringing and somewhat refuse to live as they do. The Exodus Slann form in to war bands that have war leaders at the head of every war band, at the head of all the war leaders is a war chief, at the head of all war chiefs is a Mage Chief. The Mage Chief is the oldest and most respected Exodus Slann on an Exodus Slann planet. The Exodus Slann have grown to love warfare, and after running out of resources to keep building Mechs, now believe them to only be used by cowardly intellects. They thus take a more direct approach to battle. They still however retain conversion technology and have built onthis; their power armor is fitted with a small conversion generator that provides an incredible amount of protection.

The Exodus Slann have been hard pressed over the years by invaders, and were forced to use lesser races in times of need. These races were of the Slann's first experiments with creating new races, they were used as slaves to do manual labor task that the Slann thought to meaningless for them to do. This race is known as the Dracons or called the Saurians.

The Exodus Slann are ancestor worshippers and pray to the Old Ones. The most important of the Old Ones are Tlaxcotl, Chotec, Quatl, Tzunki, Xapati, Huanchi, and the inscrutable Tepoc. These are the most powerful of the entities known to the Exodus as the Old Ones, the Primordial Patriarchs of the Exodus Slann race. On the Exodus Slann home worlds, you will find other lesser deities, but these are mostly deities of subservient beings. One such is Sotek, the warrior God of the Dracon. Exclusively the Dracon, who see him as both God of war and savior of their race, worships Sotek.

The Exodus Slann build huge pyramid cities in which to live. The largest of these pyramids are the temples of the Old Ones. These temples are collectors of psychic energy and warp energy, which the Exodus Slann Mage Chiefs manipulate to use their powers. Many of the creations of the Exodus Slann are affected in one way or another by this psychic energy. The Exodus Slann Mage Chiefs use it to manipulate materials and to aid in the construction of many things.

The Slaan Army

A Slaan army represents a heterogeneous force that may be composed of True Slann, their slave race the Necrons, Exodus Slann or their slave race the Dracons. A Slaan army may be composed of any or all of these forces.

The Slaan are a Codex army, but as they have been recruiting from all the younger races they may pick more than one race as allies. You must put at least 50% of your points into Slaan units (any of the ones in this book), and may put the other 50% into any number of Standard Lists. Each ally must satisfy the army construction rules (e.g. one Special and five Support Cards per Company).

Codex Army	At least 50% of your points into...	Up to 50% into...
Slaan	Slaan Army Book	Any other Standard Lists you want

Special Rule: Slaan Support Cards

There are inherent differences in command and control among the different “arms” of the Slann army. Therefore there are some restrictions as to which Special & Support Cards may be associated with the various Company Cards. These are:

- A) True Slaan cards may only be attached to True Slaan Company Cards.
- B) Necron cards may only be attached to Necron or True Slaan Company Cards.
- C) Exodus cards may only be attached to Exodus or True Slaan Company Cards.
- D) Dracon cards may only be attached to Exodus, Dracon or True Slaan Company Cards.

Note: The Slann Army Book is new and should be considered optional. You must have the permission of your opponent before using it.

Special Rules

Morale

True and Exodus Slaan never check for morale when facing Tyranids or Chaos, and are immune to all fear, terror and morale-based effects from those armies. This immunity does not extend to attacks that use the morale characteristic as a save, such as a psychic power or attack. In these cases they roll for morale as normal.

Slaan War Machines

The True Slaan have many millennia ago shunned to do battle as most races do with poorly armed and armored infantry. Since they value life and are but a scant few millions to rule the galaxy, they enter battle protected by advanced power armor. When a True Slaan feels the call to become a warrior, its mind is cybernetically linked to a war machine while its body is carried in stasis. This allows unparalleled protection for the Slaan warrior and near-instantaneous reaction time, as the Slaan and machine are as one.

The smaller war machines are called battlesuit and their capabilities are displayed in their stat line, including a fixed save, heavy weapons and jump packs. Larger ones are called Mechs; these are Knight-class units, carry Warp Displacement Fields & Neuro-Disruptor Missiles and may Warp Jump. The largest of all are the Slaan titans, described individually.

Warp Displacement Fields

A Warp Displacement Field generator phases a unit in and out of the Warp in rapid succession. All shots fired at a displaced unit have a chance to pass right through as it blinks in and out of existence. Thus, all hits on the unit receive a 4+ Fixed Armor Save, rolled before any normal armor save. If a hit penetrates the displacement field then the unit's armor save may be taken, modified as normal (TSM, side & back shot, etc).

Some enemy units weapons use Warp energy and are able to affect the displaced unit even while it is in the Warp. A unit struck by any of the following (or similar) weapons does not get the additional armor save from the Warp Displacement Shield and is affected normally: all psychic attacks, Shokk Attack Gunz, Warp Missiles, Vortex Missiles and triple Vibro-Cannon attacks.

Neuro-Disruptor Missiles

The True Slaan long ago looked away from the path of ever more destructive weapons, realizing that winning a battle in which the objectives were totally useless and the landscape barren was no victory. The Slaan have developed many weapon systems that incapacitate the enemy and allow their elimination in a controlled, efficient manner. Frog and Bullfrog Mechs carry such weapons.

Neuro-Disruptor missiles emit a field that is a combination EMP pulse and electrical defragmenter, disrupting not only the workings of machines but also the bioelectrical impulses of living creatures. Necron, Dracon and Slaan units are unaffected by Disruptor Fields, and the effects of multiple fields are not cumulative.

Missile racks take a full turn to reload and may only be fired every other turn. When firing, place the 6 cm template anywhere within range and line of sight, then roll to hit. If you miss there is no effect. If you hit, all models under the template are affected and you roll a D3. This second roll is the duration of the field, which is removed in the End Phase of the appropriate turn (counting the turn in which it is fired). The field is stationary on the battlefield, so units may attempt to move out from under the template.

The normal area of effect is the 6 cm template for each missile. However, if three missiles are fired at the same target by a single detachment, you may instead use the 12 cm template. When combining missiles in this way, only one To-Hit roll is made for all three missiles.

All units affected by the field must roll a D6 – on a 1-2 it's immobilized, and on a 3+ it may move at half speed. Units affected by the field also suffer -2 CAF and a -1 To-Hit penalty when making ranged attacks. Units with active Void or Power Shields do not suffer these effects, but will lose 1 Shield each turn they are in the field. Titan and praetorian-sized units are only affected (even if unshielded) if three missiles are combined as above. A unit may attempt to raise/repair shields while affected, but suffers a -2 penalty on each attempt.

Warp Jumps

The True Slaan have developed extensive knowledge of how to use Warp energy. One application is Warp Jump generators, which create a miniature web pathway and allow a unit to enter the Warp and emerge a short distance away. This allows units to move quickly across the battlefield, engaging their targets before they can react.

Orders must still be placed as normal, e.g. a unit must be given Charge Orders to enter Close Combat. When a unit jumps, choose a target point on the battlefield within line of sight, and measure the distance to it. You may not premeasure distances when making a jump, so you should declare which models in a detachment are jumping (and all target points) when you activate it. For each model, measure the distance to its target point and roll a D6, subtracting 1 for every 10 cm (or fraction thereof) beyond 40 cm.

Result	Result
0 or less	A horrible miscalculation has occurred and the unit is lost in the Warp! Remove the model and it counts as destroyed.
1-2	The unit has deviated from the proper path leaving the pilot confused. The unit deviates 2D6 cm from its target point, is immobilized and may not shoot this turn. If the unit is in contact with an enemy model or is charged, it does not roll dice for its Close Combat score – just use the base CAF value.
3-4	A minor miscalculation has thrown the unit off course. The unit deviates D6 cm from its target point, but may fire weapons and fight in Close Combat as normal.
5-6	Perfect jump – right on target. The unit may fire weapons or enter Close Combat, and gains the following surprise bonuses: 1) Opponents cannot Snap Fire at the advancing Mech. Defensive fire from units on First Fire Orders receiving a charge may fire at the Mech normally. 2) Enemy units charged via a Warp Jump receive a –1 CAF penalty for the first turn of combat. Units that later join the combat do not receive this penalty – only the originally charged unit.

Some units have great knowledge or an instinctive feel for the Warp and will not be surprised when a Mech moves through Warp Space. The units that fall into this category are: all Psykers, Grey Knights, Inquisitors, Librarians, Adeptus Psykers, Astropaths, Farseers, Warlocks, Warp Spiders, Harlequin, Ancestor Lords, Greater Daemons, Primarchs, Chaos Magi, and Dominatrix. These units do not incur the penalties listed above.

A unit may either move normally or Warp Jump. but not both. The jumping unit must have line of sight to the target point. A unit may not move after it jumps, but upon entering normal space can be positioned facing any direction. Due to the mass and location calculations required, a unit may not jump if it is pinned in Close Combat.

If a deviating unit materializes on or in a solid object (a building, bunker, impassable terrain, etc) the unit should be placed as close to the missed jump point as possible. If the deviating unit lands on another model, the Mech must make an armor save at –2 TSM and does not receive the benefit of a Warp Displacement Field. The model it lands on must make a save at –3 TSM.

Sample Army: Slaan

Army Card	Cost	Notes
1) Gravguard Company	900	
Special: Great Magus	150	
Support: Frog Mech Detachment	400	
2) Necron Raider Cube	750	
Support: Protector Circuit	150	
Support: Nemesis Circuit	300	
Support: Destroyer Squadron	350	
Total	3000	

Dracon

The Dracons were the first of the Slann's children. When the Slann were still limited to those few stars around their home planet, they started to manipulate their own genes. Many things were seen to be below a Slann during those times, and they sought slaves to do their manual labor. In this quest they turned to their own genetic material. They created a new slave race from this material and thus the Dracons were born from the sacred DNA of the Slann. During the times of mass invasions on their planets the Exodus Slann were forced to call upon their slaves for help. They desperately needed numbers on the battlefields, thus they equipped their slaves with weapons and pushed them into the field of fire. Much to their surprise the Dracons proved to be very useful on the Battlefield. They found that the Saurus Regulars would stand their ground and hold a position to the last man, The Kroxigors though slow witted, when enraged became great Hand-to-Hand combatants, While the Skinks were somewhat cowardly, were found to be great scouts and snipers when lead by an Exodus. After centuries of warring the Exodus have found that some of the Dracons have evolved. Some veteran Saurus have become quite capable of taking orders and being able to command other Saurus. These Saurus have been given a great responsibility in the Exodus society, which is of guarding the great temples in which the Mages live in. Also a new race of Skinks has come about. They are born with bold black lines running down their bodies that form into a V at the top of their heads, this is known as the mark of Itzl or Great Crest. The Exodus Slann believe that the Old Ones have blessed the Skink race and gave them strength and courage to help the Exodus defend their temples.

Special Rules

1) Aquatic: All Dracons may pass through water and marsh terrain without penalty. When in deep water Dracons may not fire ranged weapons but receive the Hard To Hit special ability (-1 to be hit by ranged weapons).

2) Command Radius: In order to receive orders normally, a Dracon detachment must have at least one stand within 15 cm of a Slann or Exodus HQ stand, or a Dracon Temple Guard stand. Great Crested Skinks may command Skinks, but no other Dracon units. Dracons that are not within the command radius will revert to the following instinctual actions:

Skinks	Move at charge rate away from the enemy.
Saurus	Remain where they are and fire in the First Fire phase at any enemy troops within range.
Kroxigors	Charge the nearest enemy units they can see and attempt to engage them in Close Combat.

Necrons

The millennia long sleep of bliss and complacency ended when a new menace started to devour the galaxy. The Tyranids had emerged from the dark recesses of the universe and were consuming star systems greedily. The age-old clamor for battle was sounded and the Slann assembled their armies. At first it was stunning how easily the Slann could surprise the Tyranids using their superior technology and destroy them. However it was quickly realized that the Tyranids waged a war of attrition throwing a seemingly inexhaustible supply of more troops. It was a war the Slann could not win and were steadily losing. The increase of Dracon breeding and upgrading of Exodus technology was insufficient to meet the ever-increasing demand.

The answer, fortunately for the universe, was in the Slann's midst all along. The Slann had for a long time used artificial life forms to rid them of menial labor and make life more pleasant. The time had come to make the servants-warriors. A cunning program was added to the AI. It gave these constructs "pleasure" when serving the Slann and that meant killing the enemies of the Slann. This gave these units powerful motivation to excel in battle and curtail any thoughts of overthrowing their masters.

The name given to this race stems from Imperial contact with these entities and the death they cause. Necron is derived from the archaic form of Imperial speech "necros" which means death. The Necron are death personified. They know no fear like the Tyranid, but house the intelligence of the Slann. The impact was immediate as the Tyranid gains in all sectors were halted then slowly reversed.

To date the Necron supply 80% of the Slann war effort. For their great contributions, for the first time in Slann history, a non-Slann people were given equal status and citizenship.

Special Rules

All Necron units (infantry, vehicles, all of 'em) have the following special abilities:

1) Fearless: Necrons can shut down their emotion emulators for any length of time, which makes them incredibly cold killing machines. Necrons never make Morale rolls and are immune to fear, terror and all other emotion-based effects.

2) Inorganic: Necrons are mechanical beings and do not have an organic biology. Powers and effects based on poison, disease, pheromones and smells are ineffective.

3) Nullify Field: All Necron units emit a field that interferes with electromagnetic fields, disrupting not only the workings of machines but also the bioelectrical impulses of living creatures. This field has a range of 6 cm from every Necron unit, but the effects are not cumulative. Necron, Dracon and Slaan units are unaffected by Nullify Fields.

A vehicle affected by the field must roll a D6 – on a 1-2 it's immobilized, and on a 3+ it may move at half speed. All units affected by the field also suffer -2 CAF and a -1 To-Hit penalty when making ranged attacks. Units with active Void or Power Shields do not suffer these effects, but will lose 1 Shield each turn they are in the field.

4) Self-repair: Possibly the most terrifying Necron ability is their ability to regenerate from nearly any damage and return to fight once more. Any Necron unit destroyed by ranged weapons should be turned on it's side and not removed from the table. In the End Phase roll D6 and on a 4+ it's healed. Only if this roll fails is the unit truly destroyed and removed from the battle. Self-repair does not function in Close Combat, and models defeated in Close Combat are immediately removed from the table.

This ability differs from Regeneration in that it does not work in Close Combat, but neither does it take multiple wounds into account – a single 4+ roll will put the model back into the fight no matter how much damage it's taken. Units that have recovered that are not in cohesion with the rest of their unit must move so as to be in cohesion at the end of the next Movement Phase. Roll for Self-repair before counting casualties for Break Points.

5) Vehicles: Necrons do not have vehicles & crews as other races, as the vehicle itself is a sentient being. This allows a number of advantages, such as reaction time. All Necron vehicles have the Quickdraw ability and may Snap Fire with no penalty.

In addition, all Necron vehicle-class and larger units are armed with anti-personnel electro-hulls. When an enemy infantry or cavalry-class unit engages the Necron in Close Combat roll a D6, and on 5+ it is destroyed. This effect only works against units that do not have any sort of armor save, such as Imperial Guardsmen.

6) Fliers: Necron aircraft do not need to worry about g-forces or other problems that effect carbon-based life. Because of this if there are any restrictions on how many times a Flier may turn while moving, Necrons may ignore them and may turn freely. Necron Fliers that fail an armor save will get their Self-repair roll in the End Phase, but have crashed and are on the ground until they are activated in the following Movement Phase.

Unit Descriptions

Special Units

True Slaan Great Magus: These are most potent psykers in the Slaan Empire, also known as Great Magi or High Priests. They are the most respected individuals in Slaan society, and while they do not actively rule they are often constantly sought out for advice. Their aid in battle is formidable, for their knowledge of magic and the arcane sciences are matched by their psychic abilities. There may only be one Great Magus per army regardless of size.

Once per game the Slaan player may add +1 to his Initiative roll, as long as the Great Magus is still alive. Great Magi are Psykers, Fearless, Command and HQ units, and automatically pass Morale tests. This does not grant immunity from having to make a morale test, in case it matters. A Great Magus may wear a battlesuit, or be mounted in any type of Mech.

The Great Magus moves by Warp Jumping (as a Mech), gains +2 to his roll and will never deviate unless the distance is greater than 40 cm. He can also warp to any point he chooses, even if it is not within his line of sight. A Great Magus can even Warp Jump to a point within a section of woods, although he must also exit the woods by Warp Jump. Once per turn he may grant a +2 bonus to one detachment's Warp Jump roll, if it starts the turn within 25 cm of him. This is in addition to power #2 below.

A Great Mage may use one of the following powers each turn:

1) Energy Shield: The Great Mage conjures a shield of Psychic energy to protect himself. The shield grants a 3+ Fixed Armor Save. This roll will also negate a loss in Close Combat, but does not turn it into a victory.

2) See Warp Gate: The Great Mage informs local units how to safely Warp Jump. During the Movement Phase, choose a detachment that is within 25 cm and about to Warp Jump. That detachment may jump to any desired location (even if it can't see the target point). If the detachment has at least one Mech within coherency (6 cm) of the Great Mage, it additionally gains a +2 bonus to its Warp Jump roll.

3) Warp Hole: The Great Mage opens a small hole to the Warp around a target. Pick one unit within 25 cm and line of sight, hitting on a 3+ at -4 TSM. This is a physical psychic attack and will down one shield.

True Slaan Time Magus: At hatching, some female Slaan show signs of psychic powers. They can see through time, though they need help and training, eventually they gain the ability to manipulate time in small ways. They learn to freeze things in stasis with their minds, though only for short periods of time. During times of war they are mounted in special Mechs that amplify this power. The purpose of the Time Mage is to locate and freeze large enemy threats in stasis, to make them easy targets for the other Mechs.

A Time Mage is the only member of the Slaan Empire that will stay on one life stage her entire life. She knows well however, that this dedication comes with a price. Every time a Time Mage goes to war there is a small ceremony of death preceding the battle. A Time Mage makes her peace with those around her, gives her belongings away and prepares to die. She knows that a Mech caught in stasis is a perfect target for enemy fire. She has been trained since birth to give her life for the Slaan Empire, and her mission will almost always end in her death. After the ceremony of death she performs a death song and dance, which is broadcast for all in the army to see. The dedication inspired by a Time Mage's performance alone has won the Slaan many of battles.

A Time Mage Mech has the same Warp Displacement Field and Warp Jump abilities as other Mechs, and is a Knight-class unit. A Time Mage is both a Command and HQ unit, and a Psyker.

A pair of Stasis Beams is the main armament on a Time Mage Mech, and are capable of freezing enemy models in time. The two beams may be fired at one or two targets, and a To-Hit roll is made for each beam in either case. On any hit, the target is caught in stasis and can do nothing. During the End Phase, frozen models may escape stasis on a 4+ if caught by one beam, on a 5+ if caught by two. Titans and praetorians must be hit by two beams to be affected and will escape on a 4+, so a single stasis beam hit is ignored and treated as a miss. Models may attempt to escape stasis every End Phase.

The Time Mage is also affected by the stasis effect, and may not move or shoot until all targets have escaped stasis. Once a beam is generated it can only be shut down if the enemy escapes the beam. A Mage who has hit two different targets and loses her grip on one will continue to hold the other until it escapes, but cannot fire the free beam at another target until the other beam is broken.

Any model affected by stasis can be fired at as normal, but the effects are delayed as the shots themselves enter stasis. Resolve the effects of hits, such as armor saves and hit location damage rolls, but the effects are not felt until the model is released from the beam. For example, a titan hit in the reactor will not blow up until it is released from the beam. This also applies to the Time Mage, so a Mech that is holding an enemy in stasis that is destroyed will only be removed after the enemy escapes from the beam.

Any model affected by stasis can be fired at as normal, but the effects are delayed as the shots themselves enter stasis. Record the number and TSM of the hits, but don't resolve the effects until the stasis is released. At that

point, make armor saves and hit location damage rolls as appropriate. This also applies to the Time Mage, and all fire that hit the Mech is applied when all targets in stasis have escaped.

If a model in stasis is attacked in Close Combat, the attacker is captured and also held in stasis, and is released when the original target escapes. Units held by this “Tar Baby” effect may not roll to escape. Resolve all combats as soon as the units come out of stasis.

Exodus Mage Chief: Unlike the True Slaan, the Exodus have drastically dwindled in psychic numbers. Mage Chiefs are the rare Exodus Slaan that are born with psychic powers. They are the planetary rulers and live in temples of such size that they can be seen from planetary orbit.

A Mage Chief is both a Command and HQ unit as well as a Psyker. You may only have one Mage Chief per 3000 points in your army. A Mage Chief may use one of the following powers each turn:

1) The Glory of Tlaxcotl: Use this power at any time, and it may be used in response to a unit needing to take a Morale test. When activated, all friendly units within 25 cm automatically pass the Morale test, and all units on Fall Back Orders within 25 cm will immediately rally (and may be given orders normally next turn).

2) The Glory of Tzunki: Pick one detachment within 25 cm. Until the End Phase, it gains the ability Quickdraw, +1 CAF and a +1 on all To-Hit rolls.

3) The Glory of Huanchi: The Mage Chief opens a gate through the Warp. Take two of the 3 cm Gutbuster templates and place them within 30 cm and line of sight. The two markers represent the two ends of the gate and are considered adjacent. Any infantry models which move onto one of the gate markers will instantaneously reappear on the other gate marker. Models expend no movement between the gate makers and may continue to move after using the gate, including engaging the enemy on Charge Orders. Roll a D3, and that’s how long the gate stays open. While the gate is open the Mage Chief may not use his other powers.

Exodus Warchief: Warchiefs are the rulers of their Temple-cities, dictating law and order over the city. Warchiefs stay in constant communication with the Mage Chief by psychic ability, and may change the orders of any one unit within 25 cm as it is being activated. Warchiefs are Command and HQ units.

Necron Lord: Necron Lords are the command units of Necrons. These enhanced warriors don heavy battle armor and lead the Necron “Cubes” into battle.

Necron Numbercruncher: This is a Necron Lord that has been fit with a much more powerful CPU that allows calculations of events that may happen in the near future. They may act as a Forward Observer, may Warp Jump and enjoy a +2 bonus on the warp jump table. They may grant this +2 bonus to one Necron detachment within 25 cm. Numbercrunchers may also use one of the following abilities each turn:

1) Statistical Premonition: One unmoved Necron unit within 15 cm may shift their given orders one “category” in either direction along the following progression: Charge <-> Advance <-> First Fire. Charge does not wrap around to First Fire.

2) Mathematical Analysis: The Numbercruncher calculates how to best utilize the features of his surroundings. Any friendly detachments within 10 cm gets +1 To-Hit for the rest of that turn.

Infantry

Slann Gravguard Battlesuit: These troops represent Slann citizens that have joined the ranks of the Slann to face its foes. They are armed with heavy weapons and provide a support element.

Slann Spawnguard Battlesuit: The typical Slann citizen who wishes to defend the empire joins the Spawnguard. They are equipped for assault actions.

Slann Vanguard Battlesuit: Slann Nobles often form elite groups of battlesuit infantry to oversee important battles. Vanguards are Command and HQ units, and have a 4+ Psychic Save.

Exodus Warrior: All able Exodus Slann participate in war. Their Conversion armor and superior fighting skills make them better infantry troops than most of their opponents.

Exodus Warp Walker: These are Exodus warriors that crave nothing but warfare: They arm themselves with Close Combat weapons, for nothing makes them happier then to look in the eyes of their dying enemy. They also give up their Conversion shields for a small Warp Jump generator. This enables them to Warp Jump like a Mech, but they may not exceed a 40 cm jump. If their target point is more than 40 cm distant, the Warp Walker emerges 40 cm from the starting point.

Exodus Ghost Warrior: These are the oldest Exodus Slaan alive, and while becoming feeble they still serve a powerful support role to the more battle-worthy warriors. They tend to be a bit larger than normal Slaan, and arm themselves with Conversion Beamers. Ghost Warriors are few in number, for there are not many warriors that do not die in battle at a young age. As a consequence you may only take one of these Support Cards per Company Card.

Dracon Great Crested Skink: These Skinks are born with a mark of Itzl, and command the Skinks in battle. They are both Command and HQ units in addition to the regular Skink Scout abilities of Infiltration, Stealth and Sniper.

Dracon Skink Scout: Skinks were originally found to be cowards on the battlefield, but recognized as efficient marksmen. That and their ability to manipulate their skin color destined them to be some of the best commandos in the galaxy. Skink Scouts may Infiltrate before the battle, and enjoy the Stealth ability. They are also Snipers.

Dracon Saurus Regular: The Dracons were designed to do heavy maintenance, and were only later pushed into battle when the Exodus Slaan were faced with certain defeat. As it turned out, the Saurus were of great use on the battlefield, with their exceptionally tough skin and great desire to please their god Sotec. When directed by Slaan or Saurus Temple Guard they become very effective warriors, and are able to hold their lines against most other troops in the universe.

Dracon Saurus Temple Guard: The Temple Guards are an elite few of the Saurus race that grow smarter as they age. With this they are given two great honors: they guard the great temples in which the Mage Chiefs and Warchiefs live, and during times of war they lead Kroxigor and Saurus units into battle. Temple Guards are armed with Exodus halberds and are granted Battlesuits. Temple Guards are Command and HQ units.

Dracon Kroxigor Shock Troop: Kroxigors were, and still are, beasts of burden. They carry supplies and heavy weapons to the battlefield, where they are given melee weapons. Combat enrages Kroxigors and releases large amounts of endorphins into their systems. The Slaan arm the Kroxigors with crude armor and Warp Claws, and send them towards the enemy. Warp Claws are one of the first Warp weapons the Slaan developed, and combine stored psychic energy and Warp field technology. Warp Claws add +2 CAF and are considered an ethereal psychic attack when in Close Combat with Daemons. The Warp claws also make the Kroxigors immune to any form of ethereal psychic attack.

Necron Assault Warrior: Assault Necrons use small shoulder mounted missile launchers on their battlesuit armor to rain shrapnel on those they engage in Close Combat. These missile launchers are already factored into their CAF. Assault Necrons also have built in Warp Jump Generators that allow them to move in exactly the same way as Slaan Mechs.

Necron Immortal: Immortals are heavily armored warriors, often used as bodyguards. They are huge machines, almost half as tall as a Necron Raider, and heavily armored. They are infantry-class units, but are treated as walkers for pinning purposes and may not enter buildings. Immortals are also equipped with a Warp Jump generator, and enjoy a +1 to their rolls when performing a jump.

Necron Raider: Raiders are the line infantry of Necrons. Armed with their heavy battlesuits they are more than a match for most infantry.

Cavalry

Exodus Cold One Rider: Some Exodus Slaan mounts themselves on large reptilian beasts called Cold Ones. These beasts are hand raised from birth and are saddle broken at young ages. They have powerful hind legs, razor sharp claws that have been known to rip right through armor, and very tough hides.

Exodus Raptor Rider: As with Cold One Riders, Raptor Riders are mounted on large, dangerous beasts. Unlike them, Raptor Riders are armed with a saddlemounted, short ranged, rapid firing multi boltcaster.

Exodus Taradon Rider: Taradon riders are Exodus that mainly live in the high peaks of mountains. They are worshipers of the sun god Chotec and raise large winged dinosaurs called Taradons. For they say they can feel the presents of Chotec when they are gliding through the skies on them. During times of war Taradon riders mount

Boltcaster Cannons on the under belly of the Taradons, and arm themselves with force lances. The force lance is the chosen weapon of Chotec worshippers for when turned on it glows the color of the sun. Taradons are skimmers.

Dracon Temple Guard Dragoon: Temple Guards are sometimes mounted on swamp beasts called Dragoons and armed with heavy weapons.

Walkers

Exodus Raptor: During times of war Exodus technicians build bipedal walkers. They then ride these into battle and play a much-needed roll of tank busters.

Necron Destroyer: The Necron Destroyer is considered to be the most powerful of all known dreadnoughts. It is built from strong, light materials that grant superior armor and high speed. Its legs are incredibly agile and allow movement through otherwise impassible terrain. A Destroyer can move into terrain normally impassible to walkers at half the movement rate, may move through “half speed” terrain at full speed, and may ignore the effect of barricades & trenches.

Vehicles

Exodus Dragon Fly: The Dragon Fly is a variant of the Salamander dune buggy, fit with multi-lasers and targeters. It enjoys the Quickdraw ability and plays the AA role for an Exodus army.

Exodus Frog: This is the main support tank of the Exodus army, and was designed for to lay down heavy firepower. It also contains the last high technology that the Exodus are capable of building, as it carries a plasma cannon powered by nearby stars. A strong Conversion Field protects it, giving a 2+ normal and 5+ fixed armor save.

Exodus Gecko: Built on the successful Newt chassis, the Gecko is equipped with tougher armor and a boltcaster cannon.

Exodus Mantis: This is the main APC of the Exodus army and was designed to support troops on the battlefield. The Mantis is a Skimmer, and is fit with a Lightning Tail to attack nearby infantry. When an enemy infantry or cavalry-class unit is in Close Combat with the Mantis, first roll a D6 and on 5+ it is destroyed. This effect only works against units that do not have any sort of armor save, such as Imperial Guardsmen. A strong Conversion Field protects it, giving a 2+ normal and 5+ fixed armor save.

Exodus Newt: This wheeled tank is the oldest Exodus transport. It is equipped with a Heavy Boltcaster and may carry 2 infantry stands.

Exodus Salamander: Many Exodus worlds are dry, desert worlds with an occasional oasis. Skimmer technology is available, but the Exodus found that there was not enough cover and artillery skimmer tanks made easy targets. Technicians found that fast-moving dune buggies were the answer. There are many variations of these, and from time to time they look completely different on different worlds, but are always designed to play the same roll. The Salamander is fitted with a Neuro-Disruptor missile launcher.

Exodus Tiger Moth: The Tiger Moth is a more recent design of the Salamander, fitted with a small Conversion Cannon and a more advanced targeter. It has the Quickdraw ability.

Necron Cubekeeper: The Cubekeeper is a heavier APC designed specifically for the rapid deployment of large numbers of Necron troops. It may carry 2 infantry stands. A strong Conversion Field protects it, giving a 4+ normal and 5+ fixed armor save.

Necron Cubemaster: The Cubemaster was specifically designed for close infantry support. It features a turret with several anti-infantry and one anti-tank gun. A strong Conversion Field protects it, giving a 3+ normal and 5+ fixed armor save.

Necron Nemesis: The Nemesis tank provides speed and heavy armament, and features the deadly anti-tank Nemesis Gun which gives the vehicle its name. The Nemesis Gun is a high intensity laser with a plasma generator attached for its energy requirements. Although by no means an innovative weapon no one but the Slann has been able to miniaturize it to the extent that it will fit on a main battle tank. A strong Conversion Field protects it, giving a 2+ normal and 5+ fixed armor save.

Necron Protector: The Protector is the main APC of the Necron army and may carry two infantry stands. A Conversion Field protects it, giving a 4+ normal and 6+ fixed armor save.

Necron Punisher: The Punisher is the Necron's answer to close-in urban combat. It is deployed for assaults against besieged positions where heavy armor will save time and resources. Its main weapon is a flame-thrower that shoots superheated plasma over a short range. Use the hellhound flamer template for this attack. A strong Conversion Field protects it, giving a 2+ normal and 5+ fixed armor save.

Necron Tormentor: The Necron mainly deploys the Tormentor tank killer for defensive purposes. This is due to its short-ranged plasma cannon. It excels at this role since its main weapon gives devastating firepower at close range and its armor penetration at these ranges is superior even to that of the Nemesis battle tank. A strong Conversion Field protects it, giving a 2+ normal and 5+ fixed armor save.

Necron Warp Locust AA Gun: The Locust is a static rapid-fire cannon that uses concentrated energy from the warp. It has a long range, high penetrating power and a good rate of fire, making it a dangerous unit. Locusts may not be placed on Advance Orders, and may move up to 20 cm if placed on Charge Orders.

Heavy Artillery

Exodus Salamander: On most Exodus worlds you will find large amounts of desert area, with oasis surrounding them. Temple cities are built in the oasis areas, which leads to the Exodus having to defend their Temples on desert terrain. At first the Exodus thought that their skimmers would be of great use, but were terribly mistaken. There was not enough cover for the tanks to hide, and artillery skimmer tanks were easy targets. So the technicians went to work, tried many types of vehicles and came to a conclusion that fast moving dune buggies were the answer. There are many variations of these, and from time to time they look completely different on different worlds, but are always designed to play the same roll. There are three types of dune buggies, Salamander, Dragon Fly, and Tiger Moth, the later two being AA units. The Salamander is fitted with a missile launcher.

Necron Mantis Missile Launcher: Necron artillery units are used to slow the advance of their enemies, and launch small Nullify Field generators. These generators activate when they hit the ground and create a standard Necron Nullify Field. Place the 6 cm blast template on the table (after scattering, if firing indirectly), and all units more than half underneath the template are affected. The missile will continue to generate a field for D3 turns, including the turn in which it is fired. Remove the template in the End Phase of the last turn its effective. The Mantis can fire every other turn, as it needs one turn to re-load.

Fliers

Necron Cloud Dragon: Cloud Dragons are the fighter/interceptors of the Necrons. With their rapid-firing Gauss Flayer Cannons they are very effective in dogfights and fast attacks against point targets.

Necron Moon Dragon: Moon Dragons are the fighter/bombers of the Necron air force. These are armed with Conversion Destructors and Mantis Bombs. When dropped, Mantis Bombs create a standard Necron Nullify Field. Place the 6 cm blast template on the table at any time during movement, and all units more than half underneath the template are affected. The bomb will continue to generate a field for D3 turns, including the turn in which it is fired. Remove the template in the End Phase of the last turn its effective.

Necron Ethereal Dragon: Ethereal Dragons are large transport craft for rapid deployment of Necron troops and can carry up to 10 infantry stands. The Ethereal dragon is armed with several batteries of Gauss flayer cannons.

Knights

Slaan Vanguard Mech: A member of Slaan royalty called a Vanguard leads each Slaan Mech Pod; these individuals are slightly psychic and thus have the ability to communicate directly with the Great Magus.

The Vanguard Mech is equal to the type of Mechs in the unit it commands, with the additions of the special abilities Command, HQ and a 4+ Psychic save. A Vanguard may add +1 to a single Warp Jump roll made by a Mech that starts within 6 cm, and always adds +1 to its own Warp Jump rolls.

Slaan Tadpole Mech: Tadpoles are light Mechs equipped with Plasma Flamers and a Heavy Minigun. The Plasma Flamer uses the large teardrop template.

Slann Frog Mech: Frogs are medium-sized Mechs equipped with three weapons systems: Conversion Beamer Cannon, Heavy Miniguns, and a Neuro-Disruptor Missiles Launcher

Slann Bull Frog Mech: These are the heavy Slann Mechs. Each is equipped with 2 Conversion Beamer Cannons, a Plasma Flamer, 2 Plasma Burners, and 2 Neuro-Disruptor Missile Launchers.

Necron Stalker: Emulating their Slann creators the Necron have developed their first Mech. As other Necron vehicles there is no crew - the entire machine is the sentient intelligence. The Stalker has the Warp Jump capability but is incapable of carrying a Warp Displacement Field. Instead, a strong Conversion Field protects it, giving a 1+ normal and 4+ fixed armor save.

Superheavies

Necron Conqueror: The Conqueror is slow-moving by Slann standards, but makes up for this with the massive amount of firepower it brings to the battlefield. They are usually deployed as the tip of an armored spearhead. It is armed with twin batteries of Conversion Beamer Cannons. A strong Conversion Field protects it, giving a 1+ normal and 4+ fixed armor save.

Praetorians

Exodus Stagadon: After many raids to Squat worlds, to retrieve much needed metal ore, the Exodus found that superheavy troop transports were of a great necessity. After many failed attempts on creating one they finally found a design that worked. The Exodus technicians copied the great walking beast of the forest, seeing how hard it was to physically kill one of these it seemed to be the thing to do. Not having the technology to make something of this size into a skimmer, they fell back on their walker technology and came up with a four-legged monstrosity called the Stagadon. After using the Stagadon in battle the Exodus were not pleased with the outcome of the walking tank and felt it impeded their fast strike tactics, so the Stagadon's life was coming to an end. Till one Warleader loaded a Stagadon with Kroxigors, and sent it into battle as cannon fire to soak up the heavy fire his troops were taking from Knights. Much to his surprise the Stagadon reached its enemy and with the help of the Kroxigors broke the Knight unit and turned the tide of the battle in his favor. Thus the Stagadon was reborn, but now only for the Dracon race to use. The Stagadon is fitted to be a walking Heavy weapons platform and to be able to lay down Heavy support fire for the troops it carries. Not knowing Warp Shield technology the Exodus technicians had to fall back on their Void Shield technology for a Conversion Shield generator would have to be of great proportion and bog the vehicle down.

The Stagadon may carry up to 12 troop stands. A Stagadon is a Special Card, and you must buy at least one Support Card of Saurus Regulars attached to that company. Stagadons are no longer made for the Exodus army and numbers are few; most planets only have one with some of the larger ones having two. The Exodus would only ever build another Stagadon if the one was lost in battle or if beyond repair. To show this you may only choose one Stagadon per 3000 pts in your army.

Necron Annihilator Battle Fortress: The Annihilator seems to be an offshoot of the Conqueror tank, since it has two turrets with Conversion Beamer batteries and a third set of tracks. Whatever its origin it represents a brutal amount of support fire to the Necron forces, and it may transport 10 infantry stands. A powerful Conversion Field protects it, giving all hit locations a 4+ fixed save. All the special rules for Necron vehicles apply to the Annihilator, plus all rules for praetorians.

Slaan Titans

True Slaan titans are just as much works of art as weapons of destruction. Each has a history containing the life stories of its creators and individually crafted weapons, making every titan a unique creation. They are the pinnacle of Slaan Empire technology, combining beauty and grace with heavy defenses and potent weapons. They are also rare, and their appearance is an indication that the Slaan attach particular importance to a battlefield.

Titan Warp Jumps

Both the Komodo and the Dragonking titans carry Warp Jump generators. However, their sheer mass requires that they completely root themselves in this reality after a jump so it is not sucked back into the Warp. This means that when a titan Warp Jumps it does not receive the benefit of its Warp Displacement Shields after the jump.

Komodo Dragon Titan

The Komodo is a massive and more potent version of a Mech. It is just as big (though not as tall) as an Emperor Titan and can hold its own against this Imperial monster. The Slann consider the Komodo to be a masterpiece of artwork and only field it in the direst of battles. As with the Emperor titan, armor saves are made on 2D6 instead of 1D6.

Lizard's Breath: This weapon hurls huge balls of super-heated plasma. Place the 6 cm barrage template anywhere within 100 cm and line of sight, and scatter it 2D6 cm. Then place five more templates, each one touching at least two of the previous templates (except for the second one, of course). All units touching any template are hit on a 3+ with a -2 TSM.

Lizard's Tongue: This weapon pours active plasma on the enemies of the Slann. Use the large teardrop template, and place it one of two ways. The first is the standard 'small tip touching the weapon', or you can place the template up to 20 cm in any direction away from the titan. This represents the weapon shooting the plasma high into the air, having it fall a little further away. With either method, the large end of the template must always point away from the titan. All units under the template are hit on a 3+ roll that ignores cover, and must save at -6 TSM.

Dragonking Assault Titan

The Dragonking is a heavier variant of the Komodo Titan. They are rare and ancient war machines, and perhaps only half a dozen are known to exist. It is deployed only in the direst of situations, which in recent decades have been powerful Tyranid incursions into vital Slann planetary systems. Their sighting marks a Slann campaign of enormous proportions.

To date, no Dragonking has been seen in Imperial space despite many rumors to the contrary. Imperial agents hotly contest any statement of the Dragonking's dominance and raise the Emperor's track record as second to none. No one knows if these boast have reached the Slann's ears. They have only recently begun to deploy forces to forces to the eastern fringe of the galaxy in defense of the Tyranids. There is no doubt the Dragonking forms part of such a great host. As with the Emperor titan, armor saves are made on 2D6 instead of 1D6.

Dragon's Breath Warp Cannon: These weapons fire projectiles of concentrated warp energy, energized by independent plasma generators to maximize power. Place the large 12 cm barrage template anywhere within 100 cm and line of sight, and scatter it 2D6 cm. All units touching the template are hit on a 3+ that Ignores Cover, and must save at -4 TSM. Large units such as titans, praetorians and buildings are hit D6 times with Penetrating +2.

Razorfang Titan

The Slann "scout" titans are on par with the Imperial Warlord in size and strength. Since they do not require as many resources to build, the Slann are increasingly using these in battle to counteract the numerical superiority of the Tyranid bio-titans.

Plasma Warp Cannon: This weapons warps a bubble of plasma onto the enemy. Place the large 12 cm barrage template anywhere within line of sight, and scatter it 2D6 cm. All units under the template are hit on a 3+ roll that ignores cover modifiers, and must save at -4 TSM. Large units such as titans, praetorians and buildings that are under the template may receive multiple hits - roll a D3 to determine how many To-Hit rolls to make against the unit. This weapon will destroy buildings on a single failed save.

Necron Thanatos

Conversion Field allows a maximum of a -2 TSM.

Dragonking Titan Template

Move	CAF	Shields	Repair	Notes
10 cm	+18	Warp Displacement: 3+ fixed before armor save	3+	Warp Jump 3+ Psychic Save Armor Saves made on 2D6

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Dragon's Breath	100 cm	8 BP	3+	-4	12 cm Template, Ignores Cover, Penetrating +2
Dragon's Breath	100 cm	8 BP	3+	-4	12 cm Template, Ignores Cover, Penetrating +2
Plasma Burner	25 cm	4	5+	-	Ignores Cover
Striking Asp (L)	50 cm	4	4+	-	
Striking Asp (R)	50 cm	4	4+	-	
King Cobra Blaster	50 cm	6	4+	-3	

FRONT

	Carapace 1+	Carapace 1+	K Cobra. 3+	Carapace 1+	Carapace 1+	
Carapace 1+	Carapace 1+	Carapace 1+	Bridge 1+	Carapace 1+	Carapace 1+	Carapace 1+
D.Breath 3+	Str.Asp 3+	Carapace 1+	Reactor 1+	Carapace 2+	Str.Asp 3+	D.Tongue 3+
D.Breath 3+			WarpSh. 1+			D.Tongue 3+
	Leg 2+	Leg 2+		Leg 2+	Leg 2+	
	Leg 2+	Leg 2+		Leg 2+	Leg 2+	

SIDE

Carapace 2+		
Carapace 2+		
Carapace 2+	Bridge 2+	
Weapon 4+	Weapon 4+	
Leg 3+	Leg 3+	Leg 3+
	Leg 3+	

REAR

	Carapace 2+	Carapace 2+	C. Pyth. 4+	Carapace 2+	Carapace 2+	
Carapace 2+	Carapace 2+	Carapace 2+	WJG 2+	Carapace 2+	Carapace 2+	Carapace 2+
D.Breath 4+	Str.Asp 4+	Carapace 2+	Rector 3+	Carapace 2+	Str.Asp 4+	D.Tongue 4+
D.Breath 4+			WarpSh. 3+			D.Tongue 4+
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	

Dragonking Damage Tables

<p><u>Bridge:</u> 1-2 CAF halved and it may only move, Warp, or fire if you first roll a 4+ on 1D6 until damage is repaired. 3 CAF halved for the rest of the game. 4 Same as 1-2, except cannot be repaired. 5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.</p>	<p><u>Reactor:</u> 1-2 May not move or fire, or repair other damage until repaired. 3-4 The Stasis Generator is disrupted which will cause a huge temporal rift. If not repaired at the end of the turn the Komodo will be frozen in time and can do nothing for the next 1-3 turns. 5-6 Stasis Generator explodes in a meltdown! The Titan is frozen in time for the rest of the game. Any vehicles or troop stands within 3D6 cm are automatically caught in the temporal rift for 1D3 turns. All models affected will come out of the temporal rift at the same time.</p>
<p><u>Warp Jump Generator:</u> 1-2 The Warp Jump generators are shut down and may not be used until repaired. 3-4 The Titan's Warp Jump generators are shut down and may not be used any further in the game. 5 The Titan is sucked back into the Warp and may be swallowed. Roll a D6. On 5-6 the Magus guides the Titan back to this reality, but it is slightly displaced. Thus roll 3D6 and a scatter dice to determine new location. On 1-4 the Titan is sucked into the Warp as described below: 6 The Titan's Warp Jump Generators overload and explode. The Titan is sucked into the Warp and is removed from the table. Any models within 2D6 cm must make an unmodified save to avoid being drawn into the Titans wake.</p>	<p><u>Leg:</u> 1-2 Damaged, speed drops by half cannot enter difficult terrain. Titan can still Warp Jump. 3-4 Damaged heavily. Roll a D6 in each end phase, subtract 2 if the Titan has Charge Orders, and 1 if Advance orders. If the result is 0 or less, the leg snaps, and the Titan crashes to the ground and is destroyed. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed. Titan can still Warp Jump. 5 Titan crippled. It may not move or turn for the rest of the game. Titan cannot Warp Jump. 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.</p>
<p><u>Weapon/ Striking Asp & King Cobra:</u> 1-2 Weapon damaged and cannot be used until repaired. 3-4 Weapon destroyed and cannot be used in this battle. 5 Weapon is blown off the Titan and scatters 2D6cm in a random direction. Any models it hit must make an unmodified save to avoid destruction. 6 Weapon is blown off the Titan as above, but there is a flashback to Titan's hull. Roll a D6. On 1-2 roll for damage on the Carapace, on 3-4 the Reactor, and on 5-6 on the Head.</p>	<p><u>Weapon/ Dragon's Breath:</u> 1-2 Weapon damaged and cannot be used until repaired. 3-4 Weapon destroyed and cannot be used in this battle. 5 Weapon is destroyed as above, but also continues to gate and vent Plasma. At the beginning of the Advance Turn roll a scatter dice to determine the direction of the venting plasma. Place the template at the mouth of the weapon as usual. All effects on other models are taken as usual. If the venting plasma strikes the titan roll to hit on three randomly generated locations on the damage template. 6 The weapon is destroyed and explodes, causing damage to adjacent locations. Each location suffers a hit with -3 to save modifier and a +1 to damage modifier.</p>
<p><u>Warp Displacement Shield Generators:</u> 1-3 Titan's Warp Displacement Shield will not work until it is repaired. Plasma Burners are destroyed. 4-5 Titan's Warp Displacement Shield stops working for the rest of the game. Plasma Burners are destroyed. 6 The Warp Shield Generator is Destroyed as above. In addition, arcing energy lashes out and damages another location. Roll a D6 to find out which location is hit: 1-2 = Reactor, 3-4 = Bridge, 5-6 = Carapace. Roll on the appropriate damage table immediately.</p>	<p><u>Weapon/Dragon's Breath:</u> 1-2 Weapon damaged and cannot be used until repaired. 3-4 Weapon destroyed and cannot be used in this battle. 5 Weapon is destroyed as above, but also continues to gate and vent Plasma. At the beginning of the Advance Turn roll a scatter dice to determine the direction of the venting plasma. Place the template at the mouth of the weapon as usual. All effects on other models are taken as usual. If the venting plasma strikes the titan roll to hit on three randomly generated locations on the damage template. 6 The weapon is destroyed and explodes, causing damage to adjacent locations. Each location suffers a hit with -3 to save modifier and a +1 to damage modifier.</p>
<p><u>Carapace:</u> 1-3 The Carapace is damaged. Next hit in same location gives +1 to damage roll. 4-5 The location is heavily damaged. Roll a new hit roll on adjacent non-carapace location. The carapace location is blown off. Automatic hit on adjacent non-carapace location. Roll for damage.</p>	

Komodo Dragon Titan Template

Move	CAF	Shields	Repair	Notes
10 cm	+14	Warp Displacement: 3+ fixed before armor save	3+	Warp Jump 3+ Psychic Save Armor Saves made on 2D6

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Lizard's Breath	100 cm	8 BP	3+	-2	6 Templates, Special
Lizard's Tongue	20 cm	Template	3+	-6	Ignores Cover, Special
Plasma Burner	25 cm	4	5+	0	Ignores Cover
Striking Asp (Left)	50 cm	4	4+	0	
Striking Asp (Right)	50 cm	4	4+	0	
Coiled Python	50 cm	4	4+	-3	

FRONT

	Carapace 2+	Carapace 2+	C. Pyth. 4+	Carapace 2+	Carapace 2+	
Carapace 2+	Carapace 2+	Carapace 2+	Bridge 2+	Carapace 2+	Carapace 2+	Carapace 2+
L.Breath 4+	Str.Asp 4+	Carapace 2+	Reactor 2+	Carapace 2+	Str.Asp 4+	L.Tongue 4+
L.Breath 4+			WarpSh. 2+			L.Tongue 4+
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	

SIDE

Carapace 2+		
Carapace 2+		
Carapace 2+	Bridge 2+	
Weapon 4+	Weapon 4+	
Leg 3+	Leg 3+	Leg 3+
	Leg 3+	

REAR

	Carapace 2+	Carapace 2+	C. Pyth. 4+	Carapace 2+	Carapace 2+	
Carapace 2+	Carapace 2+	Carapace 2+	Carapace 2+	Carapace 2+	Carapace 2+	Carapace 2+
L.Breath 4+	Str.Asp 4+	Carapace 2+	Reactor 2+	Carapace 2+	Str.Asp 4+	L.Tongue 4+
L.Breath 4+			WarpSh. 2+			L.Tongue 4+
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	

Komodo Dragon Damage Tables

<p>Bridge: 1-2 CAF halved and it may only move, Warp, or fire if you first roll a 4+ on 1D6 until damage is repaired. 3 CAF halved for the rest of the game. 4 Same as 1-2, except cannot be repaired. 5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.</p>	<p>Reactor: 1-2 May not move or fire, or repair other damage until repaired. 3-4 The Stasis Generator is disrupted which will cause a huge temporal rift. If not repaired at the end of the turn the Komodo will be frozen in time and can do nothing for the next 1-3 turns. 5-6 Stasis Generator explodes in a meltdown! The Titan is frozen in time for the rest of the game. Any vehicles or troop stands within 3D6 cm is automatically caught in the temporal rift for 1D3 turns. All models effected will come out of the temporal rift at the same time thus only one 1D3 roll is necessary</p>
<p>Carapace/Warp Jump Generator: 1-2 The Warp Jump generators are shut down and may not be used until repaired. 3-4 The Titan's Warp Jump generators are shut down and may not be used any further in the game. 5 The Titan is sucked back into the Warp and may be swallowed. Roll a D6. On 5-6 the Magus guides the Titan back to this reality, but it is slightly displaced. Thus roll 3D6 and a scatter dice to determine new location. On 1-4 the Titan is sucked into the Warp as described below: 6 The Titan's Warp Jump Generators overload and explode. The Titan is sucked into the Warp and is removed from the table. Any models within 2D6 cm must make an unmodified save to avoid being drawn into the Titans wake.</p>	<p>Leg: 1-2 Damaged, speed drops by half, cannot enter difficult terrain. Titan can still Warp Jump. 3-4 Damaged heavily. Roll a D6 in each end phase, subtract 2 if the Titan has Charge Orders, and 1 if Advance orders. If the result is 0 or less, the leg snaps, and the Titan crashes to the ground and is destroyed. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed. Titan can still Warp Jump. 5 Titan crippled. It may not move or turn for the rest of the game. Titan cannot Warp Jump. 6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.</p>
<p>Weapon/ Striking Asp & Coiled Python: 1-2 Weapon damaged and cannot be used until repaired. 3-4 Weapon destroyed and cannot be used in this battle. 5 Weapon is blown off the Titan and scatters 2D6cm in a random direction. Any models it hit must make an unmodified save to avoid destruction. 6 Weapon is blown off the Titan as above, but there is a flashback to Titan's hull. Roll a D6. On 1-2 roll for damage on the Carapace, on 3-4 the Reactor, and on 5-6 on the Head.</p>	<p>Weapon/ Lizard's Breath: 1-3 Weapon damaged and cannot be used until repaired. 4-5 Weapon destroyed and cannot be used in this battle. 6 The weapon is destroyed and explodes, causing damage to adjacent locations. Each location suffers a hit with -3 savings throw modifier and a +1 to Damage Modifier.</p>
<p>Warp Displacement Shield Generators: 1-3 Titan's Warp Displacement Shield will not work until it is repaired. Plasma Burners are destroyed. 4-5 Titan's Warp Displacement Shield stops working for the rest of the game. Plasma Burners are destroyed. 6 The Warp Shield Generator is Destroyed as above. In addition, arcing energy lashes out and damages another location. Roll a D6 to find out which location is hit: 1-2 = Reactor, 3-4 = Bridge, 5-6 = Carapace. Roll on the appropriate damage table immediately.</p>	<p>Weapon/Lizard's Tongue: 1-2 Weapon damaged and cannot be used until repaired. 3-4 Weapon destroyed and cannot be used in this battle. 5 Weapon is destroyed as above, but also continues to gate and vent Plasma. At the beginning of the Advance Turn roll a scatter dice to determine the direction of the venting plasma. Place the template at the mouth of the weapon as usual. All effects on other models are taken as usual. If the venting plasma strikes the titan roll to hit on three randomly generated locations on the damage template. 6 The weapon is destroyed and explodes, causing damage to adjacent locations. Each location suffers a hit with -3 to save modifier and a +1 to damage modifier.</p>

Razorfang Titan Template

Move	CAF	Shields	Repair	Notes
10 cm	+12	Warp Displacement: 3+ fixed before armor save	3+	3+ Psychic Save

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Plasma Warp Cannon	Template	Special	3+	-4	12 cm Template, Ignores Cover
Plasma Burner	25 cm	4	5+	-	Ignores Cover
Gauss Flayer Cannon	50 cm	2	3+	-2	
Conversion Beamer Cannon	100 cm	4	3+	-D6	

FRONT			SIDE		REAR		
Carapace 2+	PWC 2+	Carapace 2+	Carapace 2+		Carapace 2+	PWC 2+	Carapace 2+
Carapace 2+	Bridge 1+	Carapace 2+	Carapace 2+		Carapace 2+	WarpJG 2+	Carapace 2+
Gauss 3+	Carapace 2+	P.burner 3+	Weapon 3+	Carapace 2+	P.burner 3+	Reactor 2+	Gauss 3+
	C.Cannon 3+		C.cannon 3+	Carapace 2+		WarpSh . 2+	
Leg 2+		Leg 2+	Leg 2+	Leg 2+	Leg 2+		Leg 2+
Leg 2+		Leg 2+		Leg 2+	Leg 2+		Leg 2+

<p>Head</p> <p>1-2 Damaged. CAF halved and only move or fire on a 4+.</p> <p>3 CAF halved for the rest of the game.</p> <p>4 Same as 1-2, except damage cannot be repaired.</p> <p>5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls. Any vehicles or troop stands that are fallen on are destroyed.</p>	<p>Warp Jump Generator</p> <p>1-3 Damaged. No Warp Jumps until repaired.</p> <p>4 Destroyed. No more Warp Jumps.</p> <p>5 Destroyed. The titan is sucked into the Warp and may be swallowed. Roll a D6, and on 5+ the titan is guided back to this reality, but scattered 3D6 cm. On 1-4 the titan is sucked into the Warp as in result 6 (below).</p>
<p>Weapon</p> <p>1-3 Weapon damaged and cannot be used until repaired.</p> <p>4-5 Weapon destroyed and cannot be used in this battle.</p> <p>6 Weapon is blown off the titan. If the Warp or Conversion Cannons are destroyed, roll to hit every adjacent location with a -3 TSM and +1 on the damage tables.</p>	<p>Leg</p> <p>1-2 Damaged. Half speed and cannot enter difficult terrain.</p> <p>3-4 Leg is heavily damaged. Roll a D6 in each End Phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below).</p> <p>5 Destroyed. Titan may not move, turn or Warp Jump.</p> <p>6 The leg is blown apart and the titan falls.</p>
<p>Warp Displacement Shield Generator</p> <p>1-3 Damaged. Shield will not work until repaired. Plasma Burners destroyed.</p> <p>4-5 Destroyed, along with the Plasma Burners.</p> <p>6 Shield and Burners are destroyed, and roll damage to: 1-2 Reactor, 3-4 Head, 5-6 Carapace.</p>	<p>Reactor</p> <p>1-2 Reactor damaged. Titan may not move, fire or repair other damage until the reactor is repaired.</p> <p>3-4 Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).</p> <p>5-6 Reactor explodes! The Titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.</p>
<p>Carapace</p> <p>1-3 Carapace is damaged. +1 to further damage rolls.</p> <p>4-5 Carapace is penetrated! Roll against the armor on adjacent non-Carapace location.</p> <p>6+ Carapace blown off! Roll damage to an adjacent non-Carapace location.</p>	

Exodus Stegadon Template

Move	CAF	Shields	Repair	Notes
10 cm on Advance 15 on Charge	+12	4 Void Shields	4+	Transport 12 infantry stands

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Conversion Cannon	75 cm	2	4+	-D6	Turret
Plasma Cannon	50 cm	1	4+	-3	
Multi-Conversion Beamer	50 cm	4	5+	-D3	
Multi-Boltcasters	25 cm	6	5+	-1	

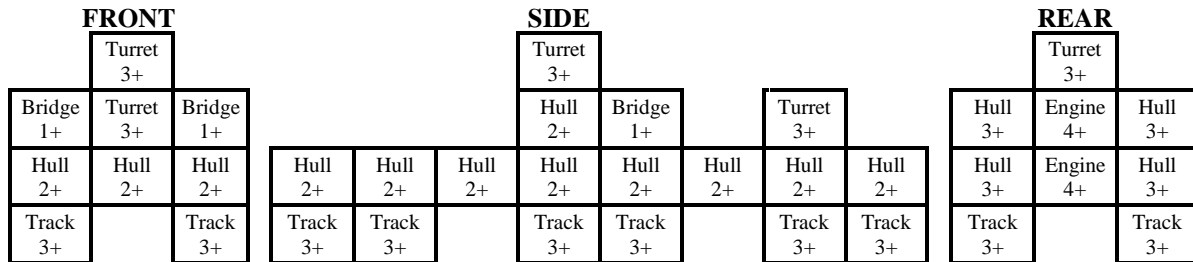
FRONT			SIDE				REAR		
Weapon 2+			Weapon 2+				Weapon 2+		
Weapon 2+			Weapon 2+				Weapon 2+		
Weapon 2+	Hull 1+	Weapon 2+	Weapon 2+	Hull 1+	Weapon 2+	Weapon 2+	Hull 1+	Weapon 2+	
Weapon 2+	Bridge 1+	Weapon 2+	Leg 2+	Hull 1+	Leg 2+	Weapon 2+	Hull 1+	Weapon 2+	
Hull 1+	Hull 1+	Hull 1+	Leg 3+		Leg 3+	Hull 1+	Reactor 1+	Hull 1+	
Leg 3+		Leg 3+	Leg 3+		Leg 3+	Leg 3+		Leg 3+	

<p>Bridge</p> <p>1-2 Bridge damaged. CAF halved and the titan may only move or fire if you roll a 4+ on a D6.</p> <p>3 Bridge damaged. CAF halved for the rest of the game.</p> <p>4 Bridge destroyed. CAF halved and the titan may only move or fire if you roll a 4+ on a D6.</p> <p>5-6 The Stagadon crashes to the ground as a result of the explosions. Decide randomly which way the Stagadon falls. Any vehicles or troop stands that are fallen on are destroyed.</p>	<p>Reactor</p> <p>1-2 Reactor damaged. Stagadon may not move, fire or repair other damage until the reactor is repaired.</p> <p>3-4 Reactor damaged. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).</p> <p>5-6 Reactor explodes! The Stagadon is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.</p>
<p>Weapon</p> <p>1-2 Weapon damaged.</p> <p>3-4 Weapon destroyed.</p> <p>5 Weapon is blown off the Stagadon and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction. This damage may not be repaired.</p> <p>6 Same as 5, but there is a flashback to the Stagadon's hull. Roll a D6. On 1-3 roll for damage on the Reactor, 4-6 on the Head.</p>	<p>Leg</p> <p>1-2 Leg damaged. Speed drops by half and the titan cannot enter difficult terrain.</p> <p>3-4 Leg damaged. Roll a D6 in each End Phase; subtract 2 if the Stagadon has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below).</p> <p>5 Leg destroyed. Stagadon may not move or turn.</p> <p>6 The leg is blown apart, the Stagadon crashes to the ground and is destroyed. Decide randomly which way the Stagadon falls. Any vehicles or troop stands that are fallen on are destroyed.</p>
<p>Hull</p> <p>1-5 The hull is weakened. Add +1 to any future damage rolls against the hull. This damage may not be repaired.</p> <p>6+ Bridge hit if the front half of the Stagadon, Reactor if the rear. Any points over 6 are bonuses to the second damage roll.</p>	

Necron Annihilator Template

Move	CAF	Shields	Self-Repair	Notes
15 cm	+12	Conversion	5+	Conversion Shield: 4+ fixed armor save to all locations Transport 10 infantry stands

Weapon	Attack Dice	To-Hit	TSM	Notes
Conversion Cannon	4	3+	-D6	Turret (2 attack dice on each one)
Twin Turbo Miniguns	6	5+	-1	
Mantis Nullify Missiles	6 BP	4+	None	RoF ½

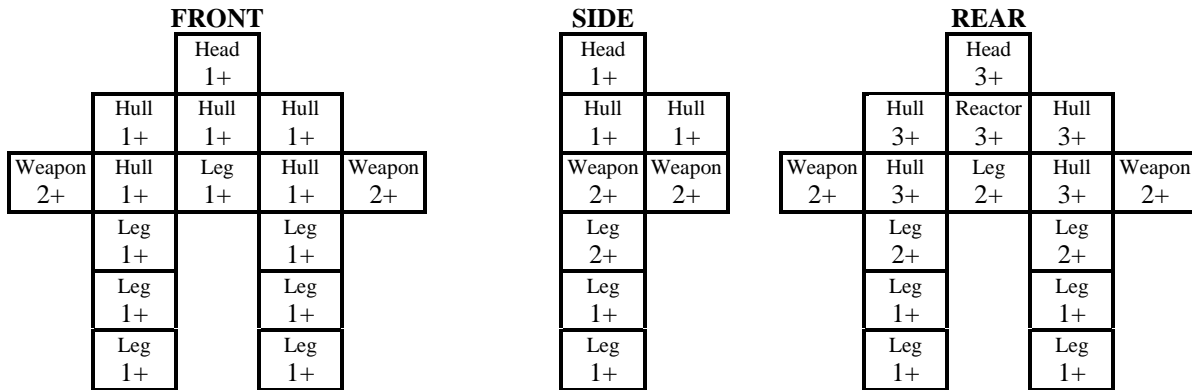


<p>Bridge</p> <p>1-2 Bridge damaged. CAF halved, and may only move or fire on 4+ until repaired.</p> <p>3 Damaged. CAF halved.</p> <p>4 Crippled. As 1-2 (above).</p> <p>5-6 Bridge destroyed and unit grinds to a halt.</p>	<p>Engine</p> <p>1-2 Damaged. May not move or fire until repaired.</p> <p>3-4 Major damage. Engine is off-line and if not repaired at the end of this turn, explodes as 6 (below).</p> <p>5-6 Boom! Any units within 2D6 cm are automatically hit by debris, unmodified save to avoid destruction.</p>
<p>Track</p> <p>1-2 Damaged. Speed drops to 10 cm.</p> <p>3-4 Track destroyed. Vehicle may only rotate in place. If both tracks are destroyed the vehicle may neither rotate nor move</p> <p>5-6 Track destroyed and roll damage to hull.</p>	<p>Hull</p> <p>1-2 Add +1 to future damage rolls on the hull.</p> <p>3-4 Hull penetrated. -1 on all To-Hit rolls until repaired.</p> <p>5-6 Internal explosion – roll for damage to the Engine.</p>
<p>Turret</p> <p>1-2 Damaged, -1 on To-Hit rolls.</p> <p>3-4 Destroyed. Lose 2 Conversion Cannon attack dice.</p> <p>5-6 Weapon destroyed and scatters 2D6 in a random direction. Units underneath must make basic save or be destroyed.</p>	

Necron Thanatos Titan Template

Move	CAF	Shields	Self-Repair	Notes
25 cm	+14	Conversion	3+	Agile Conversion Shield: maximum of -2 TSM from any weapon Roll Self-Repair in each End Phase to repair damaged systems. Also roll for destroyed systems, and if successful they become damaged. 3+ Psychic Save

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Warp Talon	50 cm	6	4+	-1	Functions as Power Fist
Conversion Beam Cannon	100 cm	2	3+	-D6	



<p>Head</p> <p>1-2 Head damaged. CAF halved and the titan may only move or fire if you roll a 4+ on a D6.</p> <p>3 Head damaged. CAF halved for the rest of the game.</p> <p>4 Head destroyed. CAF halved and the titan may only move or fire if you roll a 4+ on a D6.</p> <p>5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls. Any vehicles or troop stands that are fallen on are destroyed.</p>	<p>Reactor</p> <p>1-2 Reactor damaged. Titan may not move, fire or repair other damage until the reactor is repaired.</p> <p>3-4 Reactor damaged. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).</p> <p>5-6 Reactor explodes! The Titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.</p>
<p>Weapon</p> <p>1-2 Weapon damaged.</p> <p>3-4 Weapon destroyed.</p> <p>5 Weapon is blown off the titan and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction. This damage may not be repaired.</p> <p>6 Same as 5, but there is a flashback to the titan's hull. Roll a D6. On 1-3 roll for damage on the Reactor, 4-6 on the Head.</p>	<p>Leg</p> <p>1-2 Leg damaged. Speed drops by half and the titan cannot enter difficult terrain.</p> <p>3-4 Leg damaged. Roll a D6 in each End Phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below).</p> <p>5 Leg destroyed. Titan may not move or turn.</p> <p>6 The leg is blown apart, the titan crashes to the ground and is destroyed. Decide randomly which way the titan falls. Any vehicles or troop stands that are fallen on are destroyed.</p>
<p>Hull</p> <p>1-5 The hull is weakened. Add +1 to any future damage rolls against the hull. This damage may not be repaired.</p> <p>6+ A massive explosion rips a huge hole in the hull destroying the titan.</p>	

Slaan Army Cards

Company Cards	Contents	Break		Victory	
		Point	Morale	Points	Cost
True Slaan Gravguard Company	Command Vanguard 3 Gravguard Detachments	8	2	9	900
True Slaan Spawnguard Company	Command Vanguard 3 Spawnguard Detachments	8	2	8	750
True Slaan Tadpole Light Mech Pod	Vanguard Tadpole 2 Tadpole Detachments	4	1	7	700
True Slaan Frog Medium Mech Pod	Vanguard Frog 2 Frog Detachments	4	1	9	900
Exodus Raiders	Temple Guard Dragoon stand Cold One Rider Squad 2 Raptor Rider Squads	8	3	7	650
Exodus Spawnband	Warchief stand & Command Newt 3 Exodus Warrior Detachments	9	3	9	850
Dracon Regulators	2 Dracon Temple Guard stands Kroxigor Detachment 2 Suarus Regular Detachments	9	3	5	500
Necron Raider Cube	Necron Lord stand 3 Necron Raider Detachments	8	-	8	750
Necron Assault Cube	Necron Lord stand 3 Necron Assault Detachments	8	-	6	600

Special Cards	Contents	Break		Victory	
		Point	Morale	Points	Cost
True Slann Great Magus	Great Mage stand	Stand	-	2	150
True Slann Mage in Tadpole	Great Mage in Tadpole Mech	Model	-	3	250
True Slann Mage in Frog	Great Mage in Frog Mech	Model	-	3	275
True Slann Mage in Bullfrog	Great Mage in Bullfrog Mech	Model	-	3	300
True Slann Time Mage	Time Mage Mech	Model	-	3	300
True Slaan Vanguard Battlesuits	5 Vanguard stands	3	-	4	400
Exodus Mage Chief	Mage Chief stand & Command Newt	Stand	-	2	150
Necron Numbercruncher	Numbercruncher stand	Stand	-	2	150

Praetorians

Exodus Stagadon	Stagadon	Model	2	3	300
Necron Annihilator Battle Fortress	Annihilator Battle Fortress	Model	-	5	500

Titans

True Slann Dragonking Assault Titan	Dragonking	Model	-	25	2000
True Slann Komodo Titan	Komodo	Model	-	15	1500
True Slann Razorfang Combat Titan	Razorfang	Model	-	10	1000
Necron Thanatos	Thanatos	Model	-	6	600

Support Cards	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
True Slaan Gravguard Detachment	5 Gravguard Battlesuit stands	3	2	3	300
True Slaan Spawnguard Detachment	5 Spawnguard Battlesuit stands	3	2	3	250
Exodus Ghost Warrior Detachment	5 Ghost Warrior stands	3	3	3	250
Exodus Warp Walker Detachment	5 Warp Walker stands	3	3	2	200
Exodus Warrior Detachment	5 Warrior stands	3	3	2	200
Dracon Kroxigor Detachment	5 Kroxigor stands	3	3	2	200
Dracon Saurus Regular Detachment	5 Saurus stands	3	3	2	150
Dracon Skink Scout Detachment	Great Crested Skink stand & 4 Skink stands	3	3	2	150
Necron Assault Warrior Detachment	5 Assault Warrior stands	3	-	2	200
Necron Immortal Detachment	5 Immortal stands	3	-	3	300
Necron Raider Detachment	5 Raider stands	3	-	3	250
Cavalry					
Exodus Cold One Rider Squad	5 Cold One Rider stands	3	2	2	175
Exodus Raptor Rider Squad	5 Raptor Rider stands	3	3	3	250
Exodus Taradon Rider Squad	5 Taradon Rider stands	3	2	2	200
Walkers					
Exodus Raptor Squad	3 Raptors	2	3	2	150
Necron Destroyer Squad	5 Destroyers	3	-	4	350
Vehicles					
Exodus Dragon Fly AA Battery	3 Dragon Flies	2	2	2	175
Exodus Frog Squadron	3 Frog MBTs	2	2	3	300
Exodus Gecko Squadron	3 Geckos	2	2	2	200
Exodus Mantis Squadron	3 Mantis APCs	2	2	2	150
Exodus Newt Squadron	3 Newts	2	2	1	100
Exodus Tiger Moth AA Battery	3 Tiger Moths	2	2	3	250
Necron Protector Circuit	3 Protectors	2	-	2	150
Necron Cubekeeper Tank Circuit	3 Cubekeepers	2	-	2	200
Necron Cubemaster Tank Circuit	3 Cubemasters	2	-	3	250
Necron Nemesis Tank Circuit	3 Nemeses	2	-	3	300
Necron Tormentor Tank Circuit	3 Tormentors	2	-	3	300
Necron Punisher Tank Circuit	3 Punishers	2	-	3	300
Necron Warp Locust AA Battery	Warp Locust AA Gun	Model	-	2	200
Heavy Artillery					
Exodus Salamander Battery	3 Salamanders	2	2	2	150
Necron Mantis Missile Circuit	3 Mantis Missile Launchers	2	-	2	150
Flyers					
Necron Cloud Dragon Circuit	3 Cloud Dragons	2	-	3	300
Necron Ethereal Dragon Circuit	Ethereal Dragon	Model	-	2	150
Necron Moon Dragon Circuit	3 Moon Dragons	2	-	4	400
Knights					
True Slaan Tadpole Detachment	3 Tadpole Light Mechs	2	1	3	300
True Slaan Frog Detachment	3 Frog Medium Mechs	2	1	4	400
True Slaan Bullfrog Detachment	3 Bullfrog Heavy Mechs	2	1	5	500
Necron Stalker	3 Necron Stalkers	2	-	5	450
Superheavies					
Necron Conqueror	Conqueror	Model	-	3	250

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Special									
True Slann Great Mage Battlesuit	15 cm	4+f	+6	Heavy Minigun Missiles	25 cm 50 cm	2 2	5+ 4+	-1 -2	Command, Fearless, HQ, Psyker, Warp Jump, Special
True Slann Great Mage Mech	As Mech Type								
True Slann Time Mage Mech	15 cm	1+/4+f	+4	Stasis Beam Cannons Conversion Cannon Heavy Minigun	75 cm 75 cm 25 cm	1-2 2 2	4+ 4+ 5+	Special -D6 -1	Command, HQ, Psyker, Special, Warp Jump
Exodus Mage Chief	10 cm	5+f	+4	Ancient Weapons	50 cm	2	5+	-1	Command, HQ, Psyker, Ignores Cover, Special
Exodus Warchief	10 cm	5+f	+5	Ancient Weapons	50 cm	2	5+	-1	Command, HQ, Ignores Cover
Exodus Warleader	10 cm	5+f	+4	Ancient Weapons	50 cm	2	5+	-1	Command, HQ, Ignores Cover
Dracon Suarus Temple Guard	10 cm	5+f	+6	Exodus Halberd	50 cm	1	5+	-1	HQ, Special
Dracon Great Crested Skink	10 cm	6+	+2	Boltcaster Siper Rifle	50 cm	1	4+	0	HQ, Infiltration, Sniper, Stealth
Necron Lord	15 cm	4+f	+5	Lightning Rod	75 cm	1	4+	-1	Command, HQ
Necron Numbercruncher	15 cm	4+f	+5	Lightning Rod	75 cm	1	4+	-1	Command, HQ, Warp Jump, Special
Infantry									
True Slann Gravguard Battlesuit	15 cm	5+f	+2	Laser	75 cm	2	4+	-1	Jump Pack
True Slann Spawnguard Battlesuit	15 cm	5+f	+4	Minigun Missiles	25 cm 50 cm	2 1	5+ 4+	0 -2	Jump Pack
True Slann Vanguard Battlesuit	15 cm	4+f	+6	Heavy Minigun Missiles	25 cm 50 cm	2 2	5+ 4+	-1 -2	Jump Pack, 4+ Psychic Save
Exodus Ghost Warrior	10 cm	5+f	+1	Conversion Beamer	50 cm	2	5+	-D3	Special
Exodus Warp Walker	>40 cm	6+	+4	Boltcaster	25 cm	1	5+	0	Warp Jump
Exodus Warrior	10 cm	6+	+2	Boltcaster Rifle	50 cm	1	5+	0	
Dracon Kroxigor	10 cm	5+f	+6	Warp Claws	-	-	-	-	Special
Dracon Saurus Regular	10 cm	-	+1	Conversion Beamer	50 cm	2	5+	-D3	
Dracon Skink Scout	10 cm	-	0	Boltcaster Siper Rifle	50 cm	1	4+	0	Infiltration, Sniper, Stealth
Necron Assault Warrior	15 cm	6+	+3	Close Combat Missiles	-	-	-	-	Warp Jump
Necron Immortal	15 cm	5+f	+2	Twin Gauss Flayer Gun	50 cm	2	4+	-1	Jump Pack, Warp Jump, Special
Necron Raider	15 cm	6+	+1	Gauss Flayer Gun	50 cm	1	4+	-1	
Cavalry									
Exodus Cold One Rider	25 cm	-	+4	Lightning Lance	25 cm	1	4+	-1	
Exodus Raptor Rider	20 cm	-	+1	Multi Boltcaster	25 cm	3	5+	-1	
Exodus Taradon Rider	30 cm	-	+3	Boltcaster	25 cm	1	5+	0	Skimmer
Dracon Temple Guard Dragoon	20 cm	-	+3	Boltcaster Cannon	75 cm	1	4+	-1	HQ
Walkers									
Exodus Raptor	25 cm	-	+1	Boltcaster Cannon Plasma Burner *	75 cm 25 cm	1 3	4+ 5+	-1 0	* Ignores Cover
Necron Destroyer	20 cm	4+	+4	Gauss Flayer Cannon Heavy Minigun	50 cm 25 cm	1 2	4+ 5+	-2 -1	
Vehicles									
Exodus Dragon Fly	25 cm	5+	0	Multi-laser	50 cm	4	5+	-1	AA
Exodus Frog	25 cm	3+/5+f	+2	Plasma Cannon Heavy Minigun	75 cm 25 cm	1 2	4+ 5+	-3 -1	
Exodus Gecko	20 cm	3+	+2	Boltcaster Cannon Heavy Boltcaster	50cm 25cm	1 2	4+ 5+	-2 -1	
Exodus Mantis	25 cm	4+	+1	Twin Heavy Boltcaster	25 cm	2	5+	-1	Skimmer, Transport 2, Special
Exodus Newt	20 cm	4+	0	Heavy Boltcaster	25cm	2	5+	-1	Transport 2
Exodus Salamander	25 cm	5+	0	Neuro-Disruptor Missile	75 cm	1	5+	-	
Exodus Tiger Moth	25 cm	5+	0	Conversion Beamer	50 cm	2	5+	-D3	Quickdraw
Necron Cubekeeper	25 cm	4+/6+f	+1	Heavy Minigun	25 cm	2	5+	-1	Transport 2, Quickdraw
Necron Cubemaster	25 cm	3+/5+f	+2	Gauss Flayer Cannon * Gauss Autocannon * Heavy Minigun	50 cm 25 cm 25 cm	1 2 2	4+ 4+ 5+	-2 -1 -1	Quickdraw * Turret
Necron Nemesis	25 cm	2+/4+f	+3	Nemesis Cannon * Heavy Minigun	75 cm 25 cm	2 2	4+ 5+	-3 -1	Quickdraw * Penetrating +1, Turret
Necron Tormentor	25 cm	2+/4+f	+1	Plasma Cannon Heavy Minigun	50 cm 25 cm	1 2	3+ 5+	-4 -1	Quickdraw
Necron Protector	25 cm	4+/6+f	0	Minigun	25 cm	2	5+	0	Transport 2, Quickdraw

Necron Punisher Tank	25 cm	2+/4+f	+4	Plasma Flamethrower * Heavy Miniguns	- 25 cm	Template 4	4+ 5+	-1 -1	Quickdraw * Ignores Cover
Necron Warp Locust AA Gun	10 cm	5+	0	Warp Gun	100 cm	4	4+	-2	AA, Special
Heavy Artillery									
Exodus Salamander	25 cm	5+	0	Multi-laser	50 cm	4	5+	-1	Quickdraw
Necron Mantis Missile Launcher	20 cm	5+	0	Mantis Nullify Missiles Heavy Minigun	150 cm 25 cm	6 BP 2	4+ 5+	Special -1	ROF ½, Special
Fliers									
Necron Cloud Dragon	Special	4+	+8	Gauss Flayer Cannon	50 cm	1	4+	-2	Flier
Necron Ethereal Dragon	Special	5+	+3	Gauss Flayer Cannon	50 cm	1	4+	-2	Flier, Transport 10
Necron Moon Dragon	Special	3+	+4	Conversion Destructor Mantis Bomb	50 cm -	1 6 BP	4+ 4+	-D6 Special	Flier, Special
Knights									
True Slann Vanguard Mech	As Mech Type								add Command, HQ, Special
True Slann Tadpole Mech	25 cm	4+f, 3+	+4	Plasma Flamer * Heavy Minigun	Special 25 cm	Template 2	4+ 5+	-1 -1	* Ignores Cover, Warp Jump, Warp Displacement Field
True Slann Frog Mech	20 cm	4+f, 2+	+3	Conversion Cannon Heavy Minigun Neuro-Disruptor Missile *	75 cm 25 cm 75 cm	2 2 1	4+ 5+ 4+	-D6 -1 Special	* RoF ½ Warp Jump, Warp Displacement Field
True Slann Bullfrog Mech	15 cm	4+f, 1+	+2	Conversion Cannon Heavy Minigun 2 Neuro-Disruptor Missiles *	75 cm 25 cm 75 cm	2 2 2	4+ 5+ 4+	-D6 -1 Special	* RoF ½ Warp Jump, Warp Displacement Field
Necron Stalker	25 cm	1+/4+f	+8	Heavy Laser Turbo Miniguns	75 cm 25 cm	2 6	4+ 5+	-3 -1	Warp Jump
Superheavies									
Necron Conqueror	20 cm	1+/4+f	+8	Conversion Cannon Turbo Miniguns	100 cm 25 cm	2 6	3+ 5+	-D6 -1	
Praetorians									
Exodus Stagadon	10, 15 on Ch.	Template	+12	Conversion Cannon * Plasma Cannon * Multi-conversion Beamer Multi-bolcaster	75 cm 75 cm 50 cm 50 cm	1 1 4 4	4+ 4+ 5+ 5+	-D6 -3 -D3 0	* Turret
Necron Annihilator	15 cm	Template	+12	Conversion Cannon * Twin Turbo Miniguns Mantis Nullify Missiles **	100 cm 25 cm 150 cm	4 6 6 BP	3+ 5+ 4+	-D6 -1 Special	Transport 10 * Turret ** RoF ½
Titans									
True Slaan Dragonking	10 cm	Template	+18	Lots	Warp Jump, Warp Displacement Field, Special				
True Slaan Komodo Dragon	10 cm	Template	+14	Lots	Warp Jump, Warp Displacement Field, Special				
True Slaan Razorfang	10 cm	Template	+12	Lots	Warp Jump, Warp Displacement Field, Special				
Necron Thanatos	25 cm	Template	+14	Lots	Agile				