

NetEPIC 5.2 Army Book
Slann & Necron
Version of January 8th, 2009

- @ : Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

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

True Slann List

Gravguard Company

True Slamm

Command Vanguard

Gravguard Detachment

5 Gravguard Battlesuit stands

Gravguard Detachment

5 Gravguard Battlesuit stands

Gravguard Detachment

5 Gravguard Battlesuit stands

Cost : 900

Break : 8 Morale : 2
Victory Points : 9

Vanguard Battlesuit *Infantry (1)*

Move	15cm	Save	4+f	CAF	+5
Weapon	Missiles	Range	50cm	Shoot	2d 4+ (-2)

Jump Pack, 4+ Psychic Save

Gravguard Battlesuit *Infantry (1)*

Move	15cm	Save	5+f	CAF	+1
Weapon	Laser	Range	75cm	Shoot	2d 4+ (-1)

Jump Pack

Spawnguard Company

True Slamm

Command Vanguard

Spawnguard Detachment

5 Spawnguard Battlesuit stands

Spawnguard Detachment

5 Spawnguard Battlesuit stands

Spawnguard Detachment

5 Spawnguard Battlesuit stands

Cost : 750

Break : 8 Morale : 2
Victory Points : 8

Vanguard Tadpole *Knight (4)*

Move	25cm	Save	4+f,3+	CAF	+4
Weapon	Plasma Flamer*	Range	0cm	Shoot	LT 4+ (-1)
	Heavy Minigun	Range	25cm	Shoot	2d 5+ (-1)

* *Ignores Cover, Warp Jump, Warp Displacement Field, Command, HQ, 4+ Psychic Save, +1 to Warp Jump roll, grant +1 to one Mechs Warp Jump roll within 6cm per turn*

Tadpole Mech *Knight (4)*

Move	25cm	Save	4+f,3+	CAF	+4
Weapon	Plasma Flamer*	Range	0cm	Shoot	LT 4+ (-1)
	Heavy Minigun	Range	25cm	Shoot	2d 5+ (-1)

* *Ignores Cover, Warp Jump, Warp Displacement Field*

Tadpole Light Mech Pod

True Slamm

Vanguard Tadpole

Tadpole Detachment

3 Tadpole Light Mechs

Tadpole Detachment

3 Tadpole Light Mechs

Cost : 700

Break : 4 Morale : 1
Victory Points : 7

Frog Medium Mech Pod

True Slamm

Vanguard Frog

Frog Detachment

3 Frog Medium Mechs

Frog Detachment

3 Frog Medium Mechs

Cost : 900

Break : 4 Morale : 1
Victory Points : 9

Vanguard Frog *Knight (4)*

Move	20cm	Save	4+f,2+	CAF	+3
Weapon	Conversion Cannon	Range	75cm	Shoot	2d 4+ (-D6)
	Heavy Minigun	Range	25cm	Shoot	2d 5+ (-1)

* *Warp Jump, Warp Displacement Field, Command, HQ, 4+ Psychic Save, +1 to Warp Jump roll, grant +1 to one Mechs Warp Jump roll within 6cm per turn*

Frog Mech *Knight (4)*

Move	20cm	Save	4+f,2+	CAF	+3
Weapon	Conversion Cannon	Range	75cm	Shoot	2d 4+ (-D6)
	Heavy Minigun	Range	25cm	Shoot	2d 5+ (-1)

* *Warp Jump, Warp Displacement Field*

Great Magus

True Slann

Great Mage stand

There may only be one Great Magus per army

Cost : 150

Break : Stand Morale : -
Victory Points : 2

Great Mage Battlesuit

Weapon	Range	Shoot
Heavy Minigun	25cm	2d 5+ (-1)
Missiles	50cm	2d 4+ (-2)

Command, Fearless, HQ, Warp Jump, Psyker, always pass Morale tests, +1 to Initiative roll once per game, Warp Jump without LoS, Warp Jump without deviation when moving less than 40cm, +2 to Warp Jump roll, grant +2 to one detachments Warp Jump roll within 25cm per turn

- 1) Energy Shield:** a psychic energy shield grants a 3+f Armour Save. Also negate a loss in CC, without turning it into victory.
- 2) See Warp Gate:** One detachment within 25cm may Warp Jump without LoS, and gains +2 to its Warp Jump roll if within 6cm of the Great Mage.
- 3) Warp Hole:** Physical psychic attack : range 25cm and LoS, 1d 3+ (4). Will down one shield.

Mage in Tadpole

True Slann

Great Mage in Tadpole Mech

There may only be one Great Magus per army

Great Mage in Tadpole

Weapon	Range	Shoot
Plasma Flamer *	0cm	LT 4+ (-1)
Heavy Minigun	25cm	2d 5+ (-1)

** Ignores Cover, Warp Displacement Field, Command, Fearless, HQ, Warp Jump, Psyker, always pass Morale tests, +1 to Initiative roll once per game, Warp Jump without LoS, Warp Jump without deviation when moving less than 40cm, +2 to Warp Jump roll, grant +2 to one detachments Warp Jump roll within 25cm per turn*

- 1) Energy Shield:** a psychic energy shield grants a 3+f Armour Save. Also negate a loss in CC, without turning it into victory.
- 2) See Warp Gate:** One detachment within 25cm may Warp Jump without LoS, and gains +2 to its Warp Jump roll if within 6cm of the Great Mage.
- 3) Warp Hole:** Physical psychic attack : range 25cm and LoS, 1d 3+ (4). Will down one shield.

Cost : 200

Break : Model Morale : -
Victory Points : 0

Mage in Frog

True Slann

Great Mage in Frog Mech

There may only be one Great Magus per army

Cost : 250

Break : Model Morale : -
Victory Points : 3

Great Mage in Frog

Weapon	Range	Shoot
Conversion Cannon	75cm	2d 4+ (-D6)
Heavy Minigun	25cm	2d 5+ (-1)

*Knight (4)
Move : 20cm Save : 4+f,2+ CAF : +3
Warp Displacement Field, Command, Fearless, HQ, Warp Jump, Psyker, always pass Morale tests, +1 to Initiative roll once per game, Warp Jump without LoS, Warp Jump without deviation when moving less than 40cm, +2 to Warp Jump roll, grant +2 to one detachments Warp Jump roll within 25cm per turn*

- 1) Energy Shield:** a psychic energy shield grants a 3+f Armour Save. Also negate a loss in CC, without turning it into victory.
- 2) See Warp Gate:** One detachment within 25cm may Warp Jump without LoS, and gains +2 to its Warp Jump roll if within 6cm of the Great Mage.
- 3) Warp Hole:** Physical psychic attack : range 25cm and LoS, 1d 3+ (4). Will down one shield.

Mage in Bullfrog

True Slann

Great Mage in Bullfrog Mech

There may only be one Great Magus per army

Break : Model Morale : -
Victory Points : 3

Great Mage in Bullfrog

Weapon	Range	Shoot
Conversion Cannon	75cm	2d 4+ (-D6)
Heavy Minigun	25cm	2d 5+ (-1)
Neuro-Disruptor *	75cm	2d 4+ -
Neuro-Disruptor *	75cm	2d 4+ -

** RoF 1/2 & Special, Warp Displacement Field, Command, Fearless, HQ, Warp Jump, Psyker, always pass Morale tests, +1 to Initiative roll once per game, Warp Jump without LoS, Warp Jump without deviation when moving less than 40cm, +2 to Warp Jump roll, grant +2 to one detachments Warp Jump roll within 25cm per turn*

- 1) Energy Shield:** a psychic energy shield grants a 3+f Armour Save. Also negate a loss in CC, without turning it into victory.
- 2) See Warp Gate:** One detachment within 25cm may Warp Jump without LoS, and gains +2 to its Warp Jump roll if within 6cm of the Great Mage.
- 3) Warp Hole:** Physical psychic attack : range 25cm and LoS, 1d 3+ (4). Will down one shield.

Cost : 300

Break : Model Morale : -
Victory Points : 3

Time Mage

True Slamm

Time Mage Mech

Time Mage Mech			Infantry (1)	
Move	Save	CAF	Shoot	CAF
15cm	1+/4+	+4	1-2d 4+	+4
Weapon	Range	Shoot		
Stasis Beam *	75cm	1-2d 4+	-	
Conversion Cannon	75cm	2d 4+	(-D6)	
Heavy Minigun	25cm	2d 5+	(-1)	

* *Special, Warp Jump, Command, HQ, Psyker*

Target caught in stasis can do nothing. Frozen models may escape during every End Phase on 4+ or on 5+ if caught by two beams. Titans/practorians must be hit by two beams to be affected and will escape on a 4+, single stasis beam is treated as a miss.

The Time Mage is also frozen and can't even shut down the stasis until all targets have escaped.

Shots on frozen units (including Time Mage) are delayed (Record the number and TSM of the hits).

Unit engaging a frozen opponent in CC will be frozen CC attackers are captured in stasis, and are released only when the original target escapes. Resolve all combats as soon as the units come out of stasis.

Cost : 300

Break : Model Morale : -
Victory Points : 3

Vanguard Battlesuits

True Slamm

5 Vanguard stands

Vanguard Battlesuit			Infantry (1)	
Move	Save	CAF	Shoot	CAF
15cm	4+f	+5	2d 4+	+2
Weapon	Range	Shoot		
Missiles	50cm	2d 4+	(-2)	

Jump Pack, 4+ Psychic Save

Cost : 400

Break : 3 Morale : -
Victory Points : 4

Dragonking Assault Titan

True Slamm

Dragonking

Dragonking			Titan (5)	
Move	Save	CAF	Shoot	CAF
10cm	Card	+18	8LB 3+	+18
Weapon	Range	Shoot		
Dragons Breath	100cm	8LB 3+	(-4)	
Dragons Breath	100cm	8LB 3+	(-4)	
Plasma Burner **	25cm	4d 5+	(0)	
Striking Asp (Left)	50cm	4d 4+	(0)	
Striking Asp (Right)	50cm	4d 4+	(0)	
King Cobra Blaster	50cm	6d 4+	(-3)	

* *scatters 2D6cm & Ignores Cover & Penetrating +2 & D6 hits on Buildings/Titans/Practorians, ** Ignores Cover, Warp Jump, 3+f Warp Displacement Field (disabled after a Warp Jump), 3+ Psychic Save, Armour Saves on 2D6*

Cost : 2000

Break : Model Morale : -
Victory Points : 25

Komodo Titan

True Slamm

Komodo

Komodo Dragon			Titan (5)	
Move	Save	CAF	Shoot	CAF
10cm	Card	+14	8SB 3+	+14
Weapon	Range	Shoot		
Lizard's Breath *	100cm	8SB 3+	(-2)	
Lizard's Tongue **	20cm	1T 3+	(-6)	
Plasma Burner **	25cm	4d 5+	(0)	
Striking Asp (Left)	50cm	4d 4+	(0)	
Striking Asp (Right)	50cm	4d 4+	(0)	
Coiled Python	50cm	4d 4+	(-3)	

* *scatters 2D6cm & 5 additional templates touching 2 previous ones, ** Ignores Cover, Warp Jump, 3+f Warp Displacement Field (disabled after a Warp Jump), 3+ Psychic Save, Armour Saves on 2D6*

Cost : 1500

Break : Model Morale : -
Victory Points : 15

Razorfang Combat Titan

True Slamm

Razorfang

Cost : 1000

Break : Model
Morale : -
Victory Points : 10

Cost : 350

Break : 3
Morale : 2
Victory Points : 4

Gravguard Detachment

True Slamm

5 Gravguard Battlesuit stands

Gravguard Battlesuit Infantry (1)

Move	15cm	Save	5+f	CAF	+1
Weapon	Range	Shoot			
Laser	75cm	2d 4+	(-1)		

Jump Pack

Cost : 250

Break : 3
Morale : 2
Victory Points : 3

Razorfang

Titan (5)

Move	10cm	Save	Card	CAF	+12
Weapon	Range	Shoot			
Plasma Warp Can. *	LoS	8LB 3+	(-4)		
Plasma Burner **	25cm	4d 5+	(0)		
Gauss Flayer Cannon	50cm	2d 3+	(-2)		
Conversion Beamer	100cm	4d 3+	(-D6)		

* scatters 2D6cm & Ignores Cover & Destroy Buildings & D3 shots against Titans/practorians/buildings, ** Ignores Cover, Warp Jump, 3+f Warp Displacement Field (disabled after a Warp Jump), 3+ Psychic Save

Tadpole Mech

Knight (4)

Move	25cm	Save	4+f,3+	CAF	+4
Weapon	Range	Shoot			
Plasma Flamer *	0cm	1F 4+	(-1)		
Heavy Minigun	25cm	2d 5+	(-1)		

* Ignores Cover, Warp Jump, Warp Displacement Field

Break : 2
Morale : 1
Victory Points : 3

Frog Mech

Knight (4)

Move	20cm	Save	4+f,2+	CAF	+3
Weapon	Range	Shoot			
Conversion Cannon	75cm	2d 4+	(-D6)		
Heavy Minigun	25cm	2d 5+	(-1)		

Warp Jump, Warp Displacement Field

Break : 2
Morale : 1
Victory Points : 4

Bullfrog Mech

Knight (4)

Move	15cm	Save	4+f,1+	CAF	+2
Weapon	Range	Shoot			
Conversion Cannon	75cm	2d 4+	(-D6)		
Heavy Minigun	25cm	2d 5+	(-1)		
Neuro-Disruptor *	75cm	2d 4+	-		
Neuro-Disruptor *	75cm	2d 4+	-		

* RoF 1/2 & Special, Warp Jump, Warp Displacement Field

Break : 2
Morale : 1
Victory Points : 5

Spawnguard Battlesuit

Infantry (1)

Move	15cm	Save	5+f	CAF	+3
Weapon	Range	Shoot			
Missiles	50cm	1d 4+	(-2)		

Jump Pack

True Slamm

5 Spawnguard Battlesuit stands

Poison Dart Frog Mech

Knight (4)

Move	20cm	Save	4+f,2+	CAF	+2
Weapon	Range	Shoot			
Poison Dart launcher	75cm	3d 4+	(-1)		

Anti-Aircraft, no 25cm penalty for shooting at high altitude, TSM -3 against Flyers (not Floaters), Warp Jump, Warp Displacement Field

Break : 1
Morale : 1
Victory Points : 2

Tadpole Detachment

True Slamm

3 Tadpole Light Mechs

Cost : 300

Frog Detachment

True Slamm

3 Frog Medium Mechs

Cost : 400

Bullfrog Detachment

True Slamm

3 Bullfrog Heavy Mechs

Cost : 500

Poison Dart Frog Mech

True Slamm

Poison Dart Frog Mech

Cost : 200

Exodus Slann List

Exodus Spawband

Exodus Slann

Warchief stand
Command Newt

Warrior Detachment

5 Warrior stands

Warrior Detachment

5 Warrior stands

Warrior Detachment

5 Warrior stands

Cost : 600

Warchief

Infantry (1)

Move : 10cm	Save : 5+f	CAF : +5
Weapon	Range	Shoot
Ancient Weapons	50cm	2d 5+ (-1)

Ignores Cover, Command, HQ

Newt

Vehicle (3)

Move : 20cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Heavy Boltcaster	25cm	2d 5+ (-1)

Transport 2

Warrior

Infantry (1)

Move : 10cm	Save : 6+	CAF : +2
Weapon	Range	Shoot
Boltcaster Rifle	50cm	1d 5+ (0)

Break : 9 Morale : 3

Victory Points : 6

Warchief

Infantry (1)

Move : 10cm	Save : 5+f	CAF : +5
Weapon	Range	Shoot
Ancient Weapons	50cm	2d 5+ (-1)

Ignores Cover, Command, HQ

Newt

Vehicle (3)

Move : 20cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Heavy Boltcaster	25cm	2d 5+ (-1)

Transport 2

Warp Walker

Infantry (1)

Move : 10cm	Save : 6+	CAF : +4
Weapon	Range	Shoot
Boltcaster	25cm	1d 5+ (0)

40cm range Warp Jump

Break : 9 Morale : 3

Victory Points : 7

Raiders

Exodus Slann

Mounted Warchief stand

Cold One Rider Squad

5 Cold One Rider stands

Raptor Rider Squad

5 Raptor Rider stands

Raptor Rider Squad

5 Raptor Rider stands

Cost : 650

Mounted Warchief

Cavalry (2)

Move : 25cm	Save : 5+	CAF : +5
Weapon	Range	Shoot
Conversion Beamer	50cm	1d 5+ (-D3)

Command, HQ, may change orders of one unit within 25cm when activated

Cold One Rider

Cavalry (2)

Move : 25cm	Save : -	CAF : +3
Weapon	Range	Shoot
Lightning Lance	25cm	1d 4+ (-1)

Raptor Rider

Cavalry (2)

Move : 20cm	Save : -	CAF : +1
Weapon	Range	Shoot
Multi Boltcaster	25cm	3d 5+ (-1)

Break : 8 Morale : 3

Victory Points : 7

Warchief

Infantry (1)

Move : 10cm	Save : 5+f	CAF : +5
Weapon	Range	Shoot
Ancient Weapons	50cm	2d 5+ (-1)

Ignores Cover, Command, HQ

Newt

Vehicle (3)

Move : 20cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Heavy Boltcaster	25cm	2d 5+ (-1)

Transport 2

Warrior

Infantry (1)

Move : 10cm	Save : 6+	CAF : +2
Weapon	Range	Shoot
Boltcaster Rifle	50cm	1d 5+ (0)

Gecko

Vehicle (3)

Move : 20cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Boltcaster Cannon	50cm	1d 4+ (-2)
Heavy Boltcaster	25cm	2d 5+ (-1)

Break : 12 Morale : 3

Victory Points : 8

Mechanized Company

Exodus Slann

Warchief stand
Command Newt

Mechanized Detachment

6 Warrior stands
3 Newts

Mechanized Detachment

6 Warrior stands
3 Newts

Gecko Squadron

3 Geckos

Cost : 800

Tank Company

Exodus Slann

Warchief stand
Command Newt

Frog Squadron

3 Frogs

Frog Squadron

3 Frogs

Frog Squadron

3 Frogs

Cost : 900

Warchief

Infantry (1)

Move : 10cm	Save : 5+f	CAF : +5
Weapon	Range	Shoot
Ancient Weapons	50cm	2d 5+ (-1)

Ignores Cover, Command, HQ

Newt

Vehicle (3)

Move : 20cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Heavy Boltcaster	25cm	2d 5+ (-1)

Transport 2

Frog

Vehicle (3)

Move : 25cm	Save : 3+/5+f	CAF : +2
Weapon	Range	Shoot
Plasma Cannon	75cm	1d 4+ (-3)
Heavy Minigun	25cm	2d 5+ (-1)

Break : 6 Morale : 3

Victory Points : 9

Mage Chief

Infantry (1)

Move : 10cm	Save : 5+f	CAF : +4
Weapon	Range	Shoot
Ancient Weapons	50cm	2d 5+ (-1)

Ignores Cover, Command, HQ, Psyker

1) The Glory of Tlaxcotli: At any time, all friendly units within 25cm automatically pass Morale test, and all units on Fall Back Orders will immediately rally (and may be given orders normally next turn).

2) The Glory of Tzunki: One detachment within 25cm gains Quickdraw, +1 CAF and +1 on all To-Hit rolls until the End Phase

3) The Glory of Huanchi: Place two 3cm templates within 30cm and LoS, they represent the two ends of a Warp Gate and are considered adjacent for Infantry. Last D3 turns (Mage Chief may not use other powers).

Newt

Vehicle (3)

Move : 20cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Heavy Boltcaster	25cm	2d 5+ (-1)

Transport 2

Break : Stand Morale : -

Victory Points : 2

Cost : 150

Stalker horde

Exodus Slann

Warchief stand

8 Stalkers

Cost : 700

Warchief

Infantry (1)

Move : 10cm	Save : 5+f	CAF : +5
Weapon	Range	Shoot
Ancient Weapons	50cm	2d 5+ (-1)

Ignores Cover, Command, HQ

Stalker

Walker (2)

Move : 25cm	Save : -	CAF : +1
Weapon	Range	Shoot
Boltcaster Cannon	75cm	1d 4+ (-1)
Plasma Burner *	25cm	3d 5+ (0)

* *Ignores Cover, Stealth*

Break : 5 Morale : 3

Victory Points : 7

Stagadon

Practorian (5)

Move : 10/15cm	Save : Card	CAF : +12
Weapon	Range	Shoot
Conversion Cannon *	75cm	2d 4+ (-D6)
Plasma Cannon	50cm	1d 4+ (-3)
Conversion Beamer	50cm	4d 5+ (-D3)
Multi-Boltcaster	25cm	6d 5+ (-1)

* *Turret, 15cm movement on Charge, 4 Void Shields (repaired on 4+), Transport 12 infantry stands*

Stagadon

Exodus Slann

There may only be Stagadon Chief per 3000 points

Cost : 800

Break : Model Morale : 2

Victory Points : 3

Ghost Warrior Detachment

Exodus Slann

5 Ghost Warrior stands

There may only be one Ghost Detachment per Company Card

Cost : 300

Ghost Warrior *Infantry (1)*

Move : 10cm	Save : 5+f	CAF : +1
Weapon	Range	Shoot
Conversion Beamer	50cm	2d 5+ (-D3)

Special

Break : 3 **Morale : 3**

Victory Points : 3

Warp Walker Detachment

Exodus Slann

5 Warp Walker stands

Cost : 200

Warp Walker *Infantry (1)*

Move : 10cm	Save : 6+ CAF : +4	
Weapon	Range	Shoot
Bolcaster	25cm	1d 5+ (0)

40cm range Warp Jump

Break : 3 **Morale : 3**

Victory Points : 2

Warrior Detachment

Exodus Slann

5 Warrior stands

Cost : 200

Warrior *Infantry (1)*

Move : 10cm	Save : 6+ CAF : +2	
Weapon	Range	Shoot
Bolcaster Rifle	50cm	1d 5+ (0)

Break : 3 **Morale : 3**

Victory Points : 2

Mechanized Detachment

Exodus Slann

6 Warrior stands
3 Newts

Cost : 300

Warrior *Infantry (1)*

Move : 10cm	Save : 6+ CAF : +2	
Weapon	Range	Shoot
Bolcaster Rifle	50cm	1d 5+ (0)

Newt *Vehicle (3)*

Move : 20cm	Save : 4+ CAF : +0	
Weapon	Range	Shoot
Heavy Bolcaster	25cm	2d 5+ (-1)

Transport 2

Break : 5 **Morale : 3**

Victory Points : 3

Cold One Rider Squad

Exodus Slann

5 Cold One Rider stands

Cost : 175

Cold One Rider *Cavalry (2)*

Move : 25cm	Save : - CAF : +3	
Weapon	Range	Shoot
Lightning Lance	25cm	1d 4+ (-1)

Break : 3 **Morale : 2**

Victory Points : 2

Raptor Rider Squad

Exodus Slann

5 Raptor Rider stands

Cost : 250

Raptor Rider *Cavalry (2)*

Move : 20cm	Save : - CAF : +1	
Weapon	Range	Shoot
Multi Bolcaster	25cm	3d 5+ (-1)

Break : 3 **Morale : 2**

Victory Points : 3

Stalker Squad

Exodus Slann

3 Stalkers

Cost : 200

Stalker *Walker (2)*

Move : 25cm	Save : - CAF : +1	
Weapon	Range	Shoot
Bolcaster Cannon	75cm	1d 4+ (-1)
Plasma Burner *	25cm	3d 5+ (0)

** Ignores Cover, Stealth*

Break : 2 **Morale : 3**

Victory Points : 2

Frog Squadron

Exodus Slann

3 Frogs

Cost : 300

Frog *Vehicle (3)*

Move : 25cm	Save : 3+/5+f CAF : +2	
Weapon	Range	Shoot
Plasma Cannon	75cm	1d 4+ (-3)
Heavy Minigun	25cm	2d 5+ (-1)

Break : 2 **Morale : 2**

Victory Points : 3

Gecko Squadron
Exodus Slann

3 Geckos

Cost : 200

Gecko				Vehicle (3)	
Move	Weapon	Save	Range	CAF	Shoot
20cm	Boltcaster Cannon	3+	50cm	+2	1d 4+ (-2)
	Heavy Boltcaster	25cm			2d 5+ (-1)

Break : 2 Morale : 2

Victory Points : 2

Mantis Squadron
Exodus Slann

3 Mantis APCs

Cost : 150

Mantis				Vehicle (3)	
Move	Weapon	Save	Range	CAF	Shoot
25cm	Twin Heavy Boltcaster	2+/5+f	25cm	+1	2d 5+ (-1)

Transport 2, destroy infantry / cavalry in contact before CC on 5+ if they have no armor Save

Break : 2 Morale : 2

Victory Points : 2

Newt Squadron
Exodus Slann

3 Newts

Cost : 100

Newt				Vehicle (3)	
Move	Weapon	Save	Range	CAF	Shoot
20cm	Heavy Boltcaster	4+	25cm	+0	2d 5+ (-1)

Transport 2

Break : 2 Morale : 2

Victory Points : 1

Tiger Moth AA Battery
Exodus Slann

3 Tiger Moths

Cost : 250

Tiger Moth				Vehicle (3)	
Move	Weapon	Save	Range	CAF	Shoot
20cm	Gun Missile defense	5+	75cm	+0	2d 5+ (-2)

Turret, Anti-Aircraft, Quickdraw

Break : 2 Morale : 2

Victory Points : 3

Salamander Battery
Exodus Slann

3 Salamanders

Cost : 150

Salamander				Vehicle (3)	
Move	Weapon	Save	Range	CAF	Shoot
25cm	Neuro-Disruptor Missile	5+	75cm	+0	1d 5+ -

Spectral, RoF 1/2

Break : 2 Morale : 2

Victory Points : 2

Dracon List

Dracon Regulators

Dracon

2 Temple Guard stands

Kroxigor Detachment

5 Kroxigor stands

Saurus Regular Detachment

5 Saurus stands

Saurus Regular Detachment

5 Saurus stands

Saurus Regular Detachment

5 Saurus stands

Cost : 700

Saurus Temple Guard *Infantry (1)*

Move : 10cm	Save : 5+f	CAF : +5
Weapon	Range	Shoot
Exodus Halberd	50cm	1d 5+ (-1)

Command, HQ

Kroxigor

Infantry (1)

Move : 10cm	Save : 5+f	CAF : +6
Weapon	Range	Shoot
Warp Claws	-	-

+2 CAF and Ethereal Psychic Attack against Daemons, immune to Ethereal Psychic Attack

Saurus Regular

Infantry (1)

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Boltcaster Rifle	50cm	1d 5+ (0)

Break : 11 *Morale : 3*

Victory Points : 7

Saurus Temple Guard *Infantry (1)*

Move : 10cm	Save : 5+f	CAF : +5
Weapon	Range	Shoot
Exodus Halberd	50cm	1d 5+ (-1)

Command, HQ

Kroxigor

Infantry (1)

Move : 10cm	Save : 5+f	CAF : +6
Weapon	Range	Shoot
Warp Claws	-	-

+2 CAF and Ethereal Psychic Attack against Daemons, immune to Ethereal Psychic Attack

Saurus Heavy support

Infantry (1)

Move : 10cm	Save : -	CAF : +0
Weapon	Range	Shoot
Conversion Beamer	50cm	2d 5+ (-D3)

Break : 11 *Morale : 3*

Victory Points : 8

Dracon Support

Dracon

2 Temple Guard stands

Kroxigor Detachment

5 Kroxigor stands

Kroxigor Detachment

5 Kroxigor stands

Saurus Heavy Detachment

5 Saurus Heavy support stands

Saurus Heavy Detachment

5 Saurus Heavy support stands

Cost : 750

Dracon Skirmishers

Dracon

Skink Scout Detachment

Great Crested Skink stand
4 Skink stands

Skink Scout Detachment

Great Crested Skink stand
4 Skink stands

Skink Scout Detachment

Great Crested Skink stand
4 Skink stands

Skink Scout Detachment

Great Crested Skink stand
4 Skink stands

Cost : 550

Dracon Raiders

Dracon

Temple Guard Dragoon stand

Cold One Rider Squad

5 Cold One Rider stands

Cold One Rider Squad

5 Cold One Rider stands

Raptor Rider Squad

5 Raptor Rider stands

Raptor Rider Squad

5 Raptor Rider stands

Cost : 750

Great Crested Skink

Infantry (1)

Move : 10cm	Save : 6+	CAF : +1
Weapon	Range	Shoot
Boltcaster Sniper Rifle	50cm	1d 4+ (0)

HQ, Infiltration, Sniper, Stealth

Skink Scout

Infantry (1)

Move : 10cm	Save : -	CAF : -1
Weapon	Range	Shoot
Boltcaster Sniper Rifle	50cm	1d 4+ (0)

Infiltration, Sniper, Stealth

Break : 10 *Morale : 4*

Victory Points : 6

Vanguard Frog

Knight (4)

Move : 20cm	Save : 4+f,2+	CAF : +3
Weapon	Range	Shoot
Conversion Cannon	75cm	2d 4+ (-D6)
Heavy Minigun	25cm	2d 5+ (-1)

Warp Jump, Warp Displacement Field, Command, HQ, 4+ Psychic Save, +1 to Warp Jump roll, grant +1 to one Mechs Warp Jump roll within 6cm per turn

Cold One Rider

Cavalry (2)

Move : 25cm	Save : -	CAF : +4
Weapon	Range	Shoot
Long Rifle	25cm	1d 4+ (0)

Raptor Rider

Cavalry (2)

Move : 20cm	Save : -	CAF : +2
Weapon	Range	Shoot
Boltcaster	25cm	2d 5+ (-1)

Break : 11 *Morale : 3*

Victory Points : 8

Megadon Herd

Dracon

3 Megadons

Megadon				<i>SuperHeavy (4)</i>			
Move :	10cm	Save :	1+	CAF :	+10		
Weapon	Range	Shoot					
Conversion Beamer	75cm	3d 5+ (-D3)					
Boltcaster Cannons	75cm	4d 4+ (-1)					
Flamers *	0cm	ST 4+ none					

* *Ignores Cover, Bloodlust, PD(6)*

Cost : 800

Break : Each Morale : 2
Victory Points : 3

Temple Guard

Dracon

2 Temple Guard stands

Saurus Temple Guard				<i>Infantry (1)</i>			
Move :	10cm	Save :	5+f	CAF :	+5		
Weapon	Range	Shoot					
Exodus Halberd	50cm	1d 5+ (-1)					

Command, HQ

Cost : 50

Break : 2 Morale : 2
Victory Points : 1

Shaman

Dracon

Shaman
Temple Guard stand

Shaman				<i>Infantry (1)</i>			
Move :	10cm	Save :	6+	CAF :	+0		
Weapon	Range	Shoot					
Staff of the Old Ones	25cm	1d 4+ (-1)					

Command, HQ, Psyker

- The Gaze of Sotek:** Hit one infantry stand within LoS at TSM 0 (or with a 6+ Save).
- The Shield of the Old Ones:** One Dracon detachment within 25cm is immune to the both physical and ethereal psychic attacks until the End Phase.
- Wings in the Jungle:** Attack one enemy Flyer is hit with 1d 4+ (-2).

Cost : 100

Break : Shaman Morale : 2
Victory Points : 1

Stagadon

Dracon

Stagadon

There may only be Stagadon Chief per 3000 points

Stagadon				<i>Practorian (5)</i>			
Move :	10/15cm	Save :	Card	CAF :	+12		
Weapon	Range	Shoot					
Conversion Cannon *	75cm	2d 4+ (-D6)					
Plasma Cannon	50cm	1d 4+ (-3)					
Conversion Beamer	50cm	4d 5+ (-D3)					
Multi-Boltcaster	25cm	6d 5+ (-1)					

* *Turret, 15cm movement on Charge, 4 Void Shields (repaired on 4+), Transport 12 infantry stands*

Cost : 300

Break : Model Morale : 2
Victory Points : 3

Kroxigor Detachment

Dracon

5 Kroxigor stands

Cost : 200

Break : 3 Morale : 3
Victory Points : 2

Kroxigor *Infantry (1)*

Move : 10cm	Save : 5+f	CAF : +6
Weapon	Range	Shoot
Warp Claws	-	-

+2 CAF and Ethereal Psychic Attack against Daemons, immune to Ethereal Psychic Attack

Saurus Regular Detachment

Dracon

5 Saurus stands

Cost : 150

Break : 3 Morale : 3
Victory Points : 2

Saurus Regular *Infantry (1)*

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Boltcaster Rifle	50cm	1d 5+ (0)

Saurus Heavy Detachment

Dracon

5 Saurus Heavy support stands

Cost : 250

Break : 3 Morale : 3
Victory Points : 3

Saurus Heavy support *Infantry (1)*

Move : 10cm	Save : -	CAF : +0
Weapon	Range	Shoot
Conversion Beamer	50cm	2d 5+ (-D3)

Skink Scout Detachment

Dracon

Great Crested Skink stand
4 Skink stands

Cost : 150

Break : 3 Morale : 4
Victory Points : 2

Great Crested Skink *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +1
Weapon	Range	Shoot
Boltcaster Sniper Rifle	50cm	1d 4+ (0)

HQ, Infiltration, Sniper, Stealth

Skink Scout *Infantry (1)*

Move : 10cm	Save : -	CAF : -1
Weapon	Range	Shoot
Boltcaster Sniper Rifle	50cm	1d 4+ (0)

Infiltration, Sniper, Stealth

Cold One Rider Squad

Dracon

5 Cold One Rider stands

Cost : 150

Break : 3 Morale : 3
Victory Points : 2

Cold One Rider *Cavalry (2)*

Move : 25cm	Save : -	CAF : +4
Weapon	Range	Shoot
Long Rifle	25cm	1d 4+ (0)

Raptor Rider Squad

Dracon

5 Raptor Rider stands

Cost : 250

Break : 3 Morale : 3
Victory Points : 3

Raptor Rider *Cavalry (2)*

Move : 20cm	Save : -	CAF : +2
Weapon	Range	Shoot
Boltcaster	25cm	2d 5+ (-1)

Salamanders

Dracon

3 Salamanders

Cost : 150

Break : 2 Morale : 3
Victory Points : 2

Salamanders *Walker (2)*

Move : 10cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Fire Breath	0cm	LT 4+ (0)

Ignores Cover

Monitor

Dracon

Monitor Lizard

Cost : 50

Break : Model Morale : 3
Victory Points : 1

Monitor *Walker (2)*

Move : 10cm	Save : 1+	CAF : +7
Weapon	Range	Shoot
Poison stream	10cm	1d 4+ (-2)

<p>Taradon Rider Squad</p> <p><i>Dracon</i></p> <p>5 Taradon Rider stands</p> <p>Cost : 200</p>	<p>Taradon Rider <i>Flyter (3)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : -</td> <td>CAF : +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Boltcaster</td> <td>25cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>Floater</i></p> <p>Break : 3 <i>Morale : 2</i></p> <p>Victory Points : 2</p>	Move : 30cm	Save : -	CAF : +3	Weapon	Range	Shoot	Boltcaster	25cm	1d 5+ (0)						
Move : 30cm	Save : -	CAF : +3														
Weapon	Range	Shoot														
Boltcaster	25cm	1d 5+ (0)														
<p>Carnosaur</p> <p><i>Dracon</i></p> <p>Carnosaur</p> <p>Cost : 200</p>	<p>Carnosaur <i>SuperHeavy (4)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 1+</td> <td>CAF : +12</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Boltcaster Cannon</td> <td>75cm</td> <td>2d 4+ (-1)</td> </tr> <tr> <td>Boltcaster</td> <td>25cm</td> <td>4d 5+ (0)</td> </tr> </table> <p><i>Bloodlust, PD(2)</i></p> <p>Break : Model <i>Morale : 2</i></p> <p>Victory Points : 2</p>	Move : 20cm	Save : 1+	CAF : +12	Weapon	Range	Shoot	Boltcaster Cannon	75cm	2d 4+ (-1)	Boltcaster	25cm	4d 5+ (0)			
Move : 20cm	Save : 1+	CAF : +12														
Weapon	Range	Shoot														
Boltcaster Cannon	75cm	2d 4+ (-1)														
Boltcaster	25cm	4d 5+ (0)														
<p>Megadon</p> <p><i>Dracon</i></p> <p>Megadon</p> <p>Cost : 300</p>	<p>Megadon <i>SuperHeavy (4)</i></p> <table border="1"> <tr> <td>Move : 10cm</td> <td>Save : 1+</td> <td>CAF : +10</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Conversion Beamer</td> <td>75cm</td> <td>3d 5+ (-D3)</td> </tr> <tr> <td>Boltcaster Cannons</td> <td>75cm</td> <td>4d 4+ (-1)</td> </tr> <tr> <td>Flamers *</td> <td>0cm</td> <td>ST 4+ none</td> </tr> </table> <p><i>* Ignores Cover, Bloodlust, PD(6)</i></p> <p>Break : Model <i>Morale : 2</i></p> <p>Victory Points : 3</p>	Move : 10cm	Save : 1+	CAF : +10	Weapon	Range	Shoot	Conversion Beamer	75cm	3d 5+ (-D3)	Boltcaster Cannons	75cm	4d 4+ (-1)	Flamers *	0cm	ST 4+ none
Move : 10cm	Save : 1+	CAF : +10														
Weapon	Range	Shoot														
Conversion Beamer	75cm	3d 5+ (-D3)														
Boltcaster Cannons	75cm	4d 4+ (-1)														
Flamers *	0cm	ST 4+ none														

Necron List

Warrior Company

Necron

Necron Lord

Warrior Phalanx

6 Warrior stands

Warrior Phalanx

6 Warrior stands

Warrior Phalanx

6 Warrior stands

Cost : 500

Necron Lord

Infantry (1)

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

Fearless, Inorganic, Living Metal, Command, HQ

Warrior

Infantry (1)

Move : 10cm	Save : - CAF : +2
Weapon	Range Shoot
Gauss Flayer	50cm 1d 5+ (0)

Fearless, Inorganic, Living Metal

Break : 10 (15) Morale : -

Victory Points : 5

Necron Lord

Infantry (1)

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

Fearless, Inorganic, Living Metal, Command, HQ

Immortal

Infantry (1)

Move : 10cm	Save : 5+ CAF : +2
Weapon	Range Shoot
Gauss Blaster	50cm 1d 5+ (-1)

Fearless, Inorganic, Living Metal, Elite

Monolith

SuperHeavy (4)

Move : 20cm	Save : 1+ CAF : +3
Weapon	Range Shoot
Particle Whip	75cm 7BP 3+ (-1)
Flux Arcs	25cm 4d 5+ (0)

Fearless, Inorganic, Living Metal, Skimmer (no pop-up attack), Teleport, Transport 6

Warrior

Infantry (1)

Move : 10cm	Save : - CAF : +2
Weapon	Range Shoot
Gauss Flayer	50cm 1d 5+ (0)

Fearless, Inorganic, Living Metal

Break : 13 (19) Morale : -

Victory Points : 12

Destroyer Company

Necron

Necron Destroyer Lord

Destroyer Phalanx

3 Destroyer stands

Destroyer Phalanx

3 Destroyer stands

Destroyer Phalanx

3 Destroyer stands

Cost : 400

Destroyer Lord

Walker (2)

Move : 30cm	Save : 4+f CAF : +4
Weapon	Range Shoot
Gauss Blaster	50cm 2d 4+ (-1)

Fearless, Inorganic, Living Metal, Skimmer, Command, HQ

Destroyer

Walker (2)

Move : 30cm	Save : 5+ CAF : +4
Weapon	Range Shoot
Gauss Cannon	50cm 1d 5+ (-1)

Fearless, Inorganic, Living Metal, Skimmer

Break : 5 (8) Morale : -

Victory Points : 4

Heavy Destroyer Company

Necron

Necron Destroyer Lord

Heavy Destroyer Phalanx

3 Heavy Destroyer stands

Heavy Destroyer Phalanx

3 Heavy Destroyer stands

Heavy Destroyer Phalanx

3 Heavy Destroyer stands

Cost : 800

Destroyer Lord

Walker (2)

Move : 30cm	Save : 4+f CAF : +4
Weapon	Range Shoot
Gauss Blaster	50cm 2d 4+ (-1)

Fearless, Inorganic, Living Metal, Skimmer, Command, HQ

Destroyer

Walker (2)

Move : 30cm	Save : 5+ CAF : +4
Weapon	Range Shoot
Gauss Cannon	50cm 1d 5+ (-1)

Fearless, Inorganic, Living Metal, Skimmer

Break : 5 (8) Morale : -

Victory Points : 8

Assault Company

Necron

Necron Lord

Flayed Ones

6 Flayed Ones stands

Flayed Ones

6 Flayed Ones stands

Wraith detachment

6 Wraith stands

Cost : 600

Necron Lord

Infantry (1)

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

Fearless, Inorganic, Living Metal, Command, HQ

Flayed One

Infantry (1)

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

Fearless, Inorganic, Living Metal, Infiltrate, Fear

Wraith

Cavalry (2)

Move : 20cm	Save : -	CAF : +4
Weapon	Range	Shoot
Shock Lash	-	-

Fearless, Inorganic, Living Metal, Stealth

Break : 10 (15) Morale : -

Victory Points : 6

Pariah

Infantry (1)

Move : 10cm	Save : -	CAF : +2
Weapon	Range	Shoot
Gauss Blaster	50cm	1d 5+ (-1)

Fearless, Psyker with in 25cm may only use psychic powers on 5+

Pariah Company

Necron

Pariah detachment

6 Pariah stands

Pariah detachment

6 Pariah stands

Pariah detachment

6 Pariah stands

Cost : 400

Break : 9 (14) Morale : 2

Victory Points : 4

Tomb Spider

Necron

Tomb Spider stand

Cost : 50

Tomb Spider

Walker (2)

Move : 10cm	Save : 4+	CAF : +3
Weapon	Range	Shoot
Scarab Swarm	25cm	4SB 5+ (0)

Fearless, Inorganic, Living Metal, Mechanic

Break : Model Morale : -

Victory Points : 1

Nightbringer

Infantry (1)

Move : 10cm	Save : 1+	CAF : +12
Weapon	Range	Shoot
Lightning Arcs	25cm	4d 4+ (-1)

Inorganic, Living Metal, Command, Skimmer, Wounds 10, Star God powers, 3D6cm range explosion on death that hit at 4+ (-2)

Nightbringer

Necron

C'tan Nightbringer

Cost : 450

1) Bolt of Death: Attack at 10SB 2+ (-4) within LoS, causing D6 wounds. Titans/Praetorians are hit at head/bridge.

2) Etheric Tempest: Place the 12cm template on the Nightbringer. All Vehicle and smaller units are pushed to the nearest edge of the template. If a unit is pushed into another unit both must make a basic save. A unit pushed into impassable terrain is destroyed.

Break : Model Morale : -

Victory Points : 5

Supreme Commander

Necron

Platinum Lord
2 Immortal stands

There may only be one Platinum Lord per 3000 points

Cost : 150

Break : Lord Morale : -
Victory Points : 2

Platinum Lord *Infantry (1)*

Move : 10cm	Save : 4+f	CAF : +7
Weapon	Range	Shoot
Orb of Resurrection	35cm	1d 3+ (-2)

Fearless, Inorganic, Living Metal, Command, HQ, Living Metal success on 4+ within 25cm

Immortal *Infantry (1)*

Move : 10cm	Save : 5+ CAF : +2	
Weapon	Range	Shoot
Gauss Blaster	50cm	1d 5+ (-1)

Fearless, Inorganic, Living Metal, Elite

Tomb Stalker

Necron

Tomb Stalker Titan

Cost : 400

Break : Model Morale : -
Victory Points : 4

Tomb Stalker *Titan (5)*

Move : 25cm	Save : Card	CAF : +14
Gauss Blaster *	50cm	6d 4+ (-1)
Particle Beam Cannon	100cm	2d 3+ (-4)

* Grab Attack at +1 in Close Combat & Destroy Buildings with -4 modifier

Living Metal: Roll in each End Phase to repair damaged systems on a 3+. Also roll for destroyed systems, and if successful they become damaged.

Deceiver

Necron

C'tan Deceiver

Cost : 300

Break : Model Morale : -
Victory Points : 3

The Deceiver *Infantry (1)*

Move : 10cm	Save : 1+ CAF : +10
-------------	---------------------

Inorganic, Living Metal, Command, Skimmer, Wounds 8, Star God powers, 3D6cm range explosion on death that hit at 4+ (-2)
Grand Illusion : The Necron may re-arrange his units after the setup. A first unit is repositioned on 2+, a second one on 3+, etc...

- Misdirect:** Exchange 2 friendly units (ignoring coherency) within 25cm of The Deceiver when one of them is hit by a ranged attack.
- Deceive:** The Deceiver leaves the close combat, moving 5cm back toward its deployment zone.

Warrior Phalanx

Necron

6 Warrior stands

Cost : 200

Warrior *Infantry (1)*

Move : 10cm	Save : - CAF : +2	
Weapon	Range	Shoot
Gauss Flayer	50cm	1d 5+ (0)

Fearless, Inorganic, Living Metal

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

Necron Phalanx

Necron

6 Warrior stands
Monolith

Cost : 400

Warrior *Infantry (1)*

Move : 10cm	Save : - CAF : +2	
Gauss Flayer	50cm	1d 5+ (0)

Fearless, Inorganic, Living Metal

Monolith *SuperHeavy (4)*

Move : 20cm	Save : 1+ CAF : +3	
Particle Whip	75cm	7BP 3+ (-1)
Flux Arcs	25cm	4d 5+ (0)

Fearless, Inorganic, Living Metal, Skimmer (no pop-up attack), Teleport, Transport 6

Break : 4 (+5) Morale : -
Victory Points : 5

Immortal Phalanx

Necron

6 Immortal stands

Cost : 250

Immortal *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +2
Weapon	Range	Shoot
Gauss Blaster	50cm	1d 5+ (-1)

Fearless, Inorganic, Living Metal, Elite

Break : 3 (+4) Morale : -

Victory Points : 3

Flayed Ones

Necron

6 Flayed Ones stands

Cost : 200

Flayed One *Infantry (1)*

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

Fearless, Inorganic, Living Metal, Infiltrate, Fear

Break : 3 (+4) Morale : -

Victory Points : 2

Pariah detachment

Necron

6 Pariah stands

Cost : 150

Pariah *Infantry (1)*

Move : 10cm	Save : -	CAF : +2
Weapon	Range	Shoot
Gauss Blaster	50cm	1d 5+ (-1)

Fearless, Psyker within 25cm may only use psychic powers on 5+

Break : 3 (+4) Morale : 2

Victory Points : 2

Wraith Phalanx

Necron

6 Wraith stands

Cost : 200

Wraith *Cavalry (2)*

Move : 20cm	Save : -	CAF : +4
Weapon	Range	Shoot
Shock Lash	-	-

Fearless, Inorganic, Living Metal, Stealth

Break : 3 (+4) Morale : -

Victory Points : 2

Destroyer Phalanx

Necron

3 Destroyer stands

Cost : 150

Destroyer *Walker (2)*

Move : 30cm	Save : 5+	CAF : +4
Weapon	Range	Shoot
Gauss Cannon	50cm	1d 5+ (-1)

Fearless, Inorganic, Living Metal, Skimmer

Break : 2 (+2) Morale : -

Victory Points : 2

Heavy Destroyer Phalanx

Necron

3 Heavy Destroyer stands

Cost : 250

Heavy Destroyer *Walker (2)*

Move : 20cm	Save : 4+	CAF : +2
Weapon	Range	Shoot
Heavy Gauss Cannon	75cm	1d 4+ (-3)

Fearless, Inorganic, Living Metal, Skimmer

Break : 2 (+2) Morale : -

Victory Points : 3

Pylon

Necron

Pylon

Cost : 300

Necron Pylon *Heavy Art. (3)*

Move : 0cm	Save : 1+	CAF : +0
Weapon	Range	Shoot
Particle Accelerator *	125cm	2d 4+ (-4)
Flux Arcs	25cm	6d 5+ (0)

** Penetrating +2, Superheavy, Fearless, 360° fire, Inorganic, Living Metal, Teleport*

Break : Model (+1) Morale : -

Victory Points : 3

Heavy Off-Table Barrage

Necron

Scarab Swarm Round

Cost : 3 VP

Scarab Swarm *Heavy Art. (3)*

Move : 5cm	Save : -	CAF : -
Weapon	Range	Shoot
First Turn	Special	10SB 2+ (-2)
Next Turns	-	5SB 4+ (-1)

Costs 3 VP, remains in play

Break : - Morale : -

Victory Points : -

Monolith

Necron

Monolith

Cost : 150

Monolith

SuperHeavy (4)

Move : 20cm	Save : 1+	CAF : +3
Weapon	Range	Shoot
Particle Whip	75cm	7BP 3+ (-1)
Flux Arcs	25cm	4d 5+ (0)

Fear-less, Inorganic, Living Metal, Skimmer (no pop-up attack), Teleport, Transport 6

Break : Model (+1) Morale : -

Victory Points : 2