

# NECRON RAIDERS



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## NECRON LORD

*The Necron Lord is much like the Necron Warrior in form. Its armoured shell is made of the same resistant materials, and like the more common warriors, its internal mechanisms remain impenetrable to Imperial technology.*

*The Necron Lord carries a remarkable weapon, the functioning of which is a matter of pure speculation. It appears to work by drawing energy from the sub-atomic structures around the Necron Lord, causing a drop in temperatures to within two or three meters sufficient to kill humans. However, this is probably a side-effect of the weapon's function rather than its primary intent, for the energy drawn in this way is released in an arc of white lightning. The effect is horrendous – living targets literally explode from within, blasted apart by the discharge of their own physical matter. The weapon has been dubbed the Staff of Light.*

| M | WS | BS | S | T | W | I | A | LD | Sv. |
|---|----|----|---|---|---|---|---|----|-----|
| 4 | 4  | 4  | 5 | 5 | 3 | 4 | 3 | 10 | 2+  |

## Special Rules

Note that unlike Necron Warriors, a Necron Lord does not have to be within 2" of other Necrons to be able to shoot.

### Repair or "I'll be Back!"

If a Necron Lord loses its final wound and fails its saving throw then it falls to the ground as if destroyed. Do not remove the model but lay it down instead. The Necron Lord takes no part in the game whilst on the ground and cannot be harmed in any way – its body is just another piece of wreckage littering the

battlefield. At the start of each Necron turn, roll a die:

On a score of 6 the Necron Lord is repaired. It rises to its feet and can immediately move and fight as normal.

On a score of 1 the Necron Lord is beyond repair and it fades away and vanishes. Remove the model permanently.

On a score of 2-5 the Necron Lord remains on the ground. Roll again at the start of the next Necron turn.

## Leadership/Defeat

Necrons don't take leadership tests – any test they would normally be required to take they automatically pass. A leadership value of 10 has been allotted as a convenience.

Although leadership is unimportant to Necrons, if the entire force is reduced to 25% or less of its original number at the start of any Necron turn, then the whole army will mysteriously fade and vanish in the same way as Necron casualties – the Necrons are judged to have been driven away and defeated! Necrons which have fallen down but not yet been removed are not counted as part of the remaining force, so a Necron army can be defeated if enough models are knocked down even if they are not permanently destroyed.

## Disruptor Zone

Enemy technical devices, machines, and constructions which employ electrical or magnetic energy are liable to be affected by the mysterious power of the Necrons. Any enemy model within 6" of a Necron suffers the following penalties:

If a **vehicle** or **dreadnought** is within 6" of a Necron at the start of its turn then it must roll a 4+ on a D6 to move that turn. If successful its movement is halved that turn. If unsuccessful it cannot move at all.

Any weapon attempting to shoot suffers a -1 to hit penalty for each Necron within 6". This applies to all weapons, including Tyranid bio-weaponry which relies on biological electromagnetic fields and is considered comparable to other weapons.

Enemies in hand to hand combat against Necrons **may not use** the Strength of any hand-to-hand weapons they carry when resolving hits, they must use the Strength of the model itself.

### Staff of Light

*This mysterious device can be employed at a distance to wreak destruction upon the Necron Lord's foes. It can also be used in hand-to-hand fighting. In this instance it causes such a chill to form about it that flesh freezes and limbs snap and fall to the ground.*

## NECRON WARRIOR

The Necron Warrior is mechanoid but human in gross shape and proportion. Its armoured shell is made of materials unlike anything known to man and equally resistant to impact and energy blasts. The Necrons' internal mechanisms are complex and, to Imperial technology at least, impenetrable.

Within its armoured breast the Necron carries a device that transmits an energy pulse capable of disabling most mechanisms and electrical components. Its exact nature is not understood, but a similar though more powerful device is employed to wipe clean the data storage of entire worlds.

Necrons are capable of internal restructuring of a quite complex kind, so that machines which are apparently destroyed can often repair themselves in a short time. A self-destruct mechanism is incorporated and Necrons which are too badly damaged to be repaired are destroyed, appearing to become transparent until they vanish completely.

| M | WS | BS | S | T | W | I | A | LD | Sv. |
|---|----|----|---|---|---|---|---|----|-----|
| 4 | 4  | 4  | 4 | 5 | 1 | 2 | 1 | 10 | 2+  |

## Special Rules

### Repair or "I'll be back!"

See the special rule under the Necron Lord entry.

### 2" Unit Coherency

Necron units must normally stick together in units with each model divided by no more than 2" in the same way as other races. However, Necrons can and do become separated during actions as they are knocked down and repaired. Necrons which recover must endeavor to join up with a Necron unit of the same type or with another individual model of the same kind. If a Necron is on its own, with no other Necrons within 2" it cannot shoot, although in other respects it fights as normal.

### Leadership/Defeat

See the special rule under the Necron Lord entry.

### Disruptor Zone

See the special rule under the Necron Lord entry.

## NECRON DESTROYER

Necron raiding forces are accompanied by numerous machines including swarms of aerial attack vehicles or Destroyers. The Destroyer and its rider appear to be integrated together in such a way that they form a single machine –although this is purely speculative as no Necron Destroyer has been closely observed to date.

The Destroyer mounts a large and powerful version of the weapon carried by Necron Warriors. According to the data recovered by Imperial adepts this most likely uses some kind of Gauss principle – and has been named the Gauss-Cannon.

| M | WS | BS | S | T | W | I | A | LD | Sv. |
|---|----|----|---|---|---|---|---|----|-----|
| 4 | 4  | 4  | 4 | 5 | 1 | 2 | 1 | 10 | 2+  |

### Repair

If a Necron Destroyer is destroyed, the Necron rider repairs in the same way as described for Necron Warriors. If it successfully repairs, the rider emerges from the wreckage as a Necron Warrior armed with a Gauss-Flayer.

### Leadership/Defeat

No Necrons take leadership tests – the value of 10 allotted to Leadership is provided on the off-chance that we will, at some future time, unthinkingly invest some special rule which requires it.

### Disruptor Zone

Necron Destroyers disrupt enemy shooting, movement and hand-to-hand combat in the same way as described for Necrons.

The Necron Destroyer is treated as a vehicle and follows all the normal rules for skimmer type vehicles as printed in the Warhammer 40,000 rulebook. See Datafax printed in this article.

As Necron Destroyers cost less than 100 points they operate in vehicle squadrons. See Dark Millennium for more details.

### Necron Gauss-Cannon

*Necron Destroyers carry a weapon which the Imperial adepts have dubbed the Gauss-Cannon. Its effect appears to be the same as the smaller Gauss-Flayers with which Necron Warriors are armed, and it is assumed to utilize the same technology. The closest analogy within the Imperium is the gauss-teleporter principle, by which matter is de-structured and replicated over a distance of up to 0.0/57.3 attoparsecs – or nearly 14 circs in an anhydrous orbiting field (taking standard planetary diameter as given).*

### Special Rules

**Metal Flayer:** The Gauss-Cannon makes little distinction between flesh and solid material such as metal. If it strikes a tank it tends to strip away a small section, and the amount of damage caused depends upon where the weapon hits. To represent this the weapon has a special armour penetration rule. If you roll a 6 for armour penetration on either dice then add a further D6 to the penetration score.

## NECRON SCARAB

*Necron raiding forces are accompanied by numerous machines of which the most common are weird beetle-like devices called Scarabs. The Scarab's segmented and armoured body looks like a cross between a robotic skull and an armoured insect. It scuttles about the surface on insectoid legs, but it can also unfold its wings and take to the air.*

*No Scarabs have been recovered by the Imperium – their reconstruction here is based upon garbled accounts of survivors and psypothetical analysis.*

| M    | WS | BS | S | T | W | I | A | LD | Sv. |
|------|----|----|---|---|---|---|---|----|-----|
| 8/16 | 1  | 0  | 3 | 8 | 1 | 2 | 1 | 10 | 2+  |

### Role

Each independent Scarab moves individually. Scarabs don't form units and are therefore free to roam the battlefield making a nuisance of themselves.

As Scarabs have very little direct offensive capability, enemy troops do not have to shoot at them if they are the closest target.

### Move

Scarabs can either scuttle along the floor at up to 8" (they do not charge or run) or they can fly up to 16". Flying Scarabs can move over intervening obstacles as you would expect – but are assumed to land once their 16" move is complete.

### Repair

*See other Necron entries.*

### Leadership/Defeat

Scarabs are immune to Leadership like other Necrons, however they do not count toward the size of the Raider Force for determining when the Necrons phase out.

### Disruptor Zone

Scarabs emit a Disruptor Zone just like other Necrons. The main difference is that Scarabs may **"clamp on"** to enemy vehicles – moving with the vehicle when it activates.

### Metal Eater

If a Scarab settles onto a vehicle or any item with an Armour Value (AV), then the armour rating is reduced by 3 whilst the Scarab remains in place. If several Scarabs attach to a single armoured item, this value stacks (becoming 6, then 9, etc.). This penalty applies to all parts of the targeted vehicle/item until the Scarabs move away voluntarily or are destroyed, etc.

## NECRON RAIDERS ARMY LIST

### NECRON RAIDER SELECTION

**Characters:** Up to 50%  
**Squads:** At least 25%  
**Support:** Up to 50%

**Allies:** None

### NECRON LORD 84 pts each

*It is not known whether these Necrons are simply the leaders of Necron raids or whether they serve some more sinister purpose. Known only as Necron Lords, each one carries a devastating Staff of Light, a weapon that is as deadly in close combat as it is at longer ranges.*

| M | WS | BS | S | T | W | I | A | LD | Sv. |
|---|----|----|---|---|---|---|---|----|-----|
| 4 | 4  | 4  | 5 | 5 | 3 | 4 | 3 | 10 | 2+  |

**WEAPONS:** Staff of Light

**ARMOUR:** 2+ Basic Save

**WARGEAR:** The Necron Lord has no further wargear.

**STRATEGY:** Necron Raiders strike without warning, appearing where once there was nothing, avoiding guards and warning systems. A Necron player always deploys last and always gets the first turn.

## SQUADS

### NECRON WARRIORS 44 pts each

*Necron Warriors are super tough robot killing machines of unknown origin, armed with the deadly and equally mysterious Gauss-Flayer gun. Their raids are becoming more and more frequent and they are laying waste to outposts and colonies before disappearing without a trace.*

| M | WS | BS | S | T | W | I | A | LD | Sv. |
|---|----|----|---|---|---|---|---|----|-----|
| 4 | 4  | 4  | 4 | 5 | 1 | 2 | 1 | 10 | 2+  |

**SQUAD:** The squad consists of between 3 and 10 Necron Warriors.

**WEAPONS:** Gauss-Flayer

**ARMOUR:** 2+ Basic Save

### SCARABS 30 pts each

*The Necron Scarab is a small insect-like droid that can scuttle across the battlefield at remarkable speed, or use its wings to propel itself over obstacles and terrain. Although it is unarmed, it almost always accompanies the Necron warriors using its close proximity to cause weapons and wargear to fail and to weaken large targets allowing Necron warriors to move in for the kill.*

| M    | WS | BS | S | T | W | I | A | LD | Sv. |
|------|----|----|---|---|---|---|---|----|-----|
| 8/16 | 1  | 0  | 3 | 8 | 1 | 2 | 1 | 10 | 2+  |

**ORGANISATION:** You may include up to two Necron Scarabs for every 5 Necron Warriors in your force. Necron Scarabs do not form units and operate independently on the battlefield.

**WEAPONS:** None

**ARMOUR:** 2+ Basic Save

## SUPPORT

### NECRON DESTROYER 75 pts each

*Necron Destroyers are commonly seen supporting raids made by the mysterious forces of the Necrons. Using an anti-gravity motive device of unknown origin they hover above the ground, making dangerous attack runs, blasting targets with deadly Gauss-Cannons.*

| M | WS | BS | S | T | W | I | A | LD | Sv. |
|---|----|----|---|---|---|---|---|----|-----|
| 4 | 4  | 4  | 4 | 5 | 1 | 2 | 1 | 10 | 2+  |

**CREW:** One Necron Warrior

**WEAPONS:** Gauss-Cannon

**ARMOUR:** The Necron Warrior pilot has a basic save of 2+.

| Weapon         | Short Range | Long Range | To Hit Short | To Hit Long | Strength | Damage | Save Modifier | Armour Pene. | Special      |
|----------------|-------------|------------|--------------|-------------|----------|--------|---------------|--------------|--------------|
| Gauss-Flayer   | 0-6         | 6-24"      | +1           | -           | 4        | 1      | -2            | D6+4         | Metal Flayer |
| Gauss-Cannon   | 0-12        | 12-36"     | +1           | -           | 6        | D6     | -3            | 2D6+6        | Metal Flayer |
| Staff of Light | 0-6         | 6-18"      | +1           | -           | 5        | D3     | -2            | D6+D3+5      | Close Comb.  |

# NECRON DESTROYER



## VEHICLE DATA

### RAM VALUE:

STRENGTH 5  
D4 DAMAGE  
-5 SAVE MODIFIER

### MOVEMENT:

SLOW SPEED: 8"  
COMBAT SPEED: 20"  
FAST SPEED: 30"  
TYPE: SKIMMER



### CREW: ONE NECRON WARRIOR (BS 4)

### WEAPONS

One gauss-cannon with a 90-degree fire arc to the front.

## WEAPON DATA

| Weapon       | Range |       | To Hit |      | Strength | Damage | Save | Armour |  | Special      |
|--------------|-------|-------|--------|------|----------|--------|------|--------|--|--------------|
|              | Short | Long  | Short  | Long |          |        |      | Pene.  |  |              |
| Gauss-Cannon | 0-12  | 12-36 | +1     | -    | 6        | D6     | -3   | 2D6+6  |  | Metal Flayer |

POINTS COST: 75 POINTS

| D6  | Location       | Armour    |           |
|-----|----------------|-----------|-----------|
|     |                | Front     | Side/Rear |
| 1-2 | Necron Warrior | See Below |           |
| 3-6 | Destroyer      | 12        | 12        |

### Necron Destroyer Damage Table

- 1 The Gauss-Cannon is destroyed and can no longer be used.
- 2 The motive power is damaged – the Necron Destroyer can only travel up to Slow speed from now on.
- 3 The controls are damaged making the Necron Destroyer difficult to fly. Roll a D6 at the start of each of the Destroyer's Movement phases. On a roll of 4+ the Necron retains control and may move normally. On a roll of 1-3 the Necron Destroyer moves out of control for that turn.
- 4 The Necron Destroyer moves out of control and crashes to the ground, where it is destroyed. Anybody under the Destroyer takes D3 Strength 6 hits with a -2 save modifier.
- 5 The Necron Destroyer plummets straight to the ground and is destroyed. Anybody under the Destroyer takes D3 Strength 6 hits with a -2 save modifier.
- 6 The Necron Destroyer moves out of control and then explodes spectacularly. Anyone within 3" of the Destroyer when it explodes suffers D6 Strength 6 hits with as -4 save modifier.

### Necron Warrior Damage

Roll to determine if the Necron is killed using the normal shooting rules and Necron profile. If the Necron is killed the Destroyer moves out of control until it leaves the table, is destroyed, or the Necron makes a successful "I'll be back" roll and regains control of it.