

SHIPS OF THE NECRONS



BATTLEFLEET GOTHIC

Original Game Design and Development

Andy Chambers, Gavin Thorpe, Jervis Johnson

Revised Edition

Plaxor, Afterimagedan, The Specialist Games Community

Artwork & Graphics

John Blanche, Richard Wright, Alex Boyd,
Wayne England, Des Hanley, Neil Hodgson,
Nuala Kennedy, Paul Smith, John Wigley, Talima Fox

Miniatures, Models, & Painting

Tim Adcock, Dave Andrews, Owen Branham, Mark Jones,
Chris Smart, Dave Thomas, Matt Parkes, Keith Robertson,
Martin Footitt, Stuart Thomas, Richard Baker, Neil Green

Special Thanks

Nate Montes, Bob Henderson, Ray Bell, Pete Haines,
Gary 'Slim' Parsons, Roger Gerrish, Jes Goodwin, Rick Priestly,
John Carter, Che Webster & Richard Hodgekinson

Roy 'Horizon' Amkreutz, Fred Martinson, W.S. Scott Boyd,
Robert C.M. Passovoy, Aaron Dickey, Sam Stewart,
Stephen Cundiff, Colin Young, Dex Sy, Brandon Pooley,
Wesley Herndon, Florian Piening, John Lamshead,
Matt Sprang & The 40k Specialist Games Community



THE BATTLEFLEET GOTHIC: EXPANDED REVISED EDITION

What is BFG:XR?

The Battlefleet Gothic: Expanded Revised Edition is an updated, visually remastered version of Plaxor and Afterimagedan's well known Battlefleet Gothic: Revised project. The aim of BFG:XR is to build and maintain a complete, unified rule set that is both easy for new players to learn and deep enough for veterans to enjoy. Note that this project was formerly known as the BFG 2015 Project, and some documents may still bear that name or refer to it in the text.

How are these rules made?

The BFG:XR edition is a combination / update of the classic BFG v1.5 Rulebook, the unofficial FAQ 2010 Compendium, and the BFG:R faction fleet lists. I have carefully transcribed these documents into new, fully edited and reformatted documents that attempt to preserve the style and character of the classic BFG rules.

Who is responsible for BFG:XR?

BFG:XR is a personal project of one user, Xcaliber (that's me), and is not directly endorsed by Games Workshop, Plaxor, Afterimagedan, or any other BFG authority. The contents of these documents, such as text, artwork, symbols, and so forth are the property of their respective creators - I have only made relatively small changes to the formatting and rules where necessary to improve readability and clarity.

I found a typo or mistake, what should I do?

Any questions, concerns, or comments about the BFG:XR project may be submitted online at the Specialist Arms Forums, under the Battlefleet Gothic heading. You may also reach the author (me) directly by email at BattlefleetGothic2015@gmail.com.

THE NECRON HARVEST FLEETS

TOMB WORLDS UNLEASHED



For centuries the Explorators of the Imperium have known of an ancient race called the Necrontyr – a race that became extinct tens of millions of years ago. Little remains now of what must once have been a technologically advanced empire that spanned the width and breadth of the galaxy. Any surface structures that may once have existed have long since disappeared from Necrontyr worlds; eroded away by long years of absence and neglect. They and their works have crumbled to dust with the passage of eons.

THE AWAKENING

Only deep beneath the desert sands have the Necrontyr's inexplicable tomb-temples even partially survived. No intact complex has ever been discovered. Those that have been explored and of which records exist, are all ruinous and empty. What their purpose or content might have been, or if they were plundered and emptied by others in antiquity, is all impossible to say. Best analysis indicates that the Necrontyr vanished from the galaxy more than sixty million years ago, when the planet Earth was little more than prehistoric jungle, and Mankind's evolution lay millions of years in the future. Like a thousand other dead civilizations and forgotten races the Necrontyr were of interest to only a few outside the dusty offices of the Explorator Archaeos.

That is, until the tomb worlds began to awaken. Suddenly all eyes turned towards the remnants of the Necrontyr's vast empire; all the races of the galaxy waiting, transfixed by curiosity and trepidation in equal measure. But as

each new tomb world suddenly flickered to life, the truth was soon revealed: The Necrontyr were dead, and what would rise from their ashes was far worse than anyone could have imagined. A relentless tide of soulless machines spread out from ancient burial grounds, wiping away colonies, outposts, and even entire worlds without warning or mercy. Yet the worst was still to come. In the years since the first awakening, the Necrons reclaimed hundreds of once-dormant tombs, reviving untold numbers of their brethren to reinforce their implacable, relentless armies.

THE HARVESTER FLEETS

Initially, almost all contact with the Necrons had been limited to battles fought on planets against small forces of Necron troops. From time to time reports were made of strange space craft encountered on the edge of newly discovered systems, which appeared derelict at first but when approached became active. More often than not all that remained of the Imperial craft which encountered these strange ships was scattered wreckage of their remains, and the only clues to the nature of the enemy were garbled distress messages speaking of alien ships using weapons of quite terrifying destructive power. Whenever such incidents were investigated nothing could be found of the perpetrators, and no useful evidence could be collected pointing to their nature or origin.

All this changed in the year 666.M40, when the first recorded incident of a Necron 'harvest' took place in the Yuctan system close to the Eastern Fringes. Although sparsely inhabited, the system included an Imperial Navy

supply depot. At the time of the attack the depot was being used by the Dauntless class light cruiser *Farsight* and half a dozen of its escort craft. The squadron was in the midst of a long range patrol, and was visiting Yuctan to refuel and re-arm when it received distress signals from an Imperial colony on the outlying planet of Merida. The squadron moved to intercept and took part in the first recorded encounter between Imperial spacecraft and the Necron fleet. Only one of the Imperial ships survived to tell the tale, the Cobra class destroyer ON37452, which barely limped back to the depot before its engines gave out. By the time a full Imperial fleet could be mustered, the Necrons had disappeared. And of the human colonists in the system there was not a single trace...

Since then there have been a no less than twenty-seven recorded encounters between Imperial Navy ships and Necron harvesters, as well as various accounts of space battles involving the Eldar, Chaos and even Ork space fleets, almost all of which ended in disaster for whomever opposed the Necrons. All evidence seems to indicate that Necron technology is superior to that of almost any other race, possibly including the Eldar. Indeed, in every encounter so far, the Necrons have only been defeated when vastly outnumbered by their enemy. Fortunately for the Imperium, Necron fleets encountered so far have been relatively small in size, and what should happen if the Necrons ever attack in force is terrible to imagine.

Even more worryingly, the encounters that have taken place with the Necrons have occurred all over the galaxy, without any discernible pattern as to when or where they will strike next. What is more, the frequency of such encounters seems to be increasing, though how or why this should be happening is unknown. All that is known for sure is that the objective of these raids appears to be the seizure of Imperial citizens – but for what hideous purpose the captured men, women and children are used remains terrifyingly unknown. They simply disappear and are never seen again.

"As we dug its shape became apparent. It was a ship, no doubt it was a ship, yet buried by hundreds of feet of rock. It must have lain there for millions of years, but even after all this time it appeared neither destroyed nor abandoned. It appeared intact, and functional too, and many runes, seams and panels hinted that there might be space within for something else to survive. But what lies within, fear we to ask."

THE NECRONS IN BATTLEFLEET GOTHIC

NECRON LEADERSHIP

Although they are essentially fully automated, Necron ships must still generate leadership normally, representing the fact that their ancient command cores may not always respond to threats as fast as highly trained and experienced crews of the younger races.

SPECIAL ORDERS

Due to their mysterious technological advancements, Necron vessels are subject to some modifications to the way certain special orders are resolved:

All Ahead Full

Necron propulsion systems are capable of interstellar travel without the need to enter the Warp. This so-called 'inertialess drive' is fired whenever *All Ahead Full* orders are issued; instead of obeying the normal rules for this order, the ship gains D6x10cm additional movement distance, and may make a turn for every 20cm it travels. Any other rules concerning *All Ahead Full* special orders still apply normally.

Brace for Impact

If a Necron vessel uses *Brace for Impact* special orders, its reactive hull save is improved to 2+, but its stealth properties are instantly compromised; the vessel's Armor value is reduced to 4+. This effect replaces the 4+ save usually granted to ships using *Brace for Impact* special orders, however all other effects (such as halving weapon strength, etc) are still applied as normal.

Lock On

Only a Necron vessel's lightning arc and gauss particle whip are affected by *Lock On* special orders; attacks from nightmare fields, star pulse generators, and portals receive no additional benefit.

Reload Ordnance

Necron attack craft are usually only deployed for surface engagements, as the advanced weapons and armor of their starships render such tactics largely unnecessary in space combat. Likewise, Necrons do not use torpedoes at all. Thus, Necron ships may not use *Reload Ordnance* special orders, as they have no need to do so.

REACTIVE HULLS

Necron ships do not employ conventional shields of any kind, and are instead made of a unique living metal with almost sentient self-repair and stealth capabilities. As a result, all Necron vessels automatically have an Armor value of 6+, representing the difficulty of maintaining a target lock, and are immune to leadership, damage, and movement penalties from solar flares, radiation, gas clouds, and blast markers. They also gain a special 4+ save against incoming hits to represent the hull's adaptive qualities. This save works exactly like a *Brace for Impact* save in all respects, including being able to save against hit and run attacks. Finally, all Necron ships may repair critical damage on a roll of 4+ rather than only on a roll of 6.

WITHOUT A TRACE

The Necrons seldom leave anything behind after a battle, even when defeated. If in danger, they typically prefer to phase out and disengage rather than fight to the end, and will try to destroy any of their own ships unable to escape, rather than let them be captured.

At the end of its movement phase, a Necron ship may choose to automatically disengage. This does not require a leadership check; the vessel simply vanishes. Should a Necron vessel actually be destroyed and remain as a hulk, other friendly Necron ships may fire upon it by passing a target priority check. Necron hulks have 4+ Armor, as their reactive hulls cease to function..

NECRON SPACE COMBAT

The Necrons employ a wide variety of bizarre and deadly weapon systems whose effects often appear totally alien to younger races. They use the following special rules:

Nightmare Field

When a nightmare field is used, a wave of palpable psychic force is generated, engulfing an enemy ship. Any sentients on the targeted vessel go mad with visions of horror; if discipline is lost, the crazed crew become unable to follow orders as they rampage uncontrollably. A nightmare field targets one enemy vessel within 20cm, which must then take a leadership test. If it passes, the

commanding officer cracks some heads and restores order - the attack has no effect. If the test is failed, the ship's Leadership is reduced by 1 for the rest of the game, representing the loss of crew morale and trust. In addition, the ship may not use any special orders until after the end of its next turn, including *Brace for Impact*. Furthermore, any ordnance markers within 20cm of a nightmare field when it is used (except for non-boarding torpedoes) are destroyed on a roll of 4+ (resolve this individually for each marker, even if it is part of a wave). Necron vessels may not use their nightmare field while crippled or on any special orders except *Lock On*.

Star Pulse Generator

A star pulse generator releases a massive wave of solar energy, creating an effect similar to flying into the corona of a sun; shields overload, armor melts away, and whole compartments are transformed into enormous ovens, literally cooking the crew within. When used, a star pulse generator attacks every non-Necron ship or ordnance marker within 20cm, making a single roll to-hit against each (use the nearest facing for ships with multiple armor values). Note that ordnance markers are always hit on a 4+ and are resolved individually, even if part of a wave. Necron vessels may not fire their star pulse generators while crippled or on any special orders except *Lock On*.

Lightning Arc

Stored solar energy is released as a forest of arcing tendrils which envelop a target, causing severe surface damage and overloading vulnerable power systems. The lightning arc functions in the same way as normal weapons batteries, but with an additional left column-shift on the gunnery table.

Particle Whip

The preferred weapon of the Necron harvest fleets, a Particle Whip projects an unstable particle beam along a magnetic field across a short arc, causing it to 'crack' like a whip, lashing out and causing immense damage to any target unfortunate enough to be struck. A Particle Whip functions in the same way as a regular lance weapon, except that any rolls to hit of '6' bypass the target's shields (as well as any holofields or similar defenses) and affect the targeted ship directly.

NECRON CRITICAL HITS TABLE

2D6	EXTRA DAMAGE	RESULT
2	+0	Port power relays damaged. The ship's port power relays are taken offline by the hit, preventing its lightning arc or particle whip from firing at targets in its port arc until the damage has been repaired.
3	+0	Starboard power relays damaged. The ship's starboard power relays are taken offline by the hit, preventing its lightning arc or particle whip from firing at targets in its starboard arc until the damage has been repaired.
4	+0	Main capacitors damaged. The ship's primary solar capacitors are taken offline by the hit, preventing its lightning arc from firing at all until the damage has been repaired.
5	+0	Power flow disrupted. The ship's power relays automatically shut down to avoid internal damage, preventing its lightning arc or particle whip from firing at all until the damage has been repaired.
6	-1 Ld	Main drive damaged. The ship's main propulsion and control system is damaged by the hit. The ship may not turn until the damage has been repaired.
7	-1 Ld	Impulse power disrupted. The power relays to the ship's drive systems are taken offline by the hit. Reduce the ship's speed by 5cm until the damage has been repaired.
8	-1 Ld	Inertialess drive damaged. The ship's inertialess drive system is taken offline by the hit, rendering it unable to counteract its own enormous mass. The ship may not use <i>All Ahead Full</i> special orders until the damage has been repaired.
9	-2 Ld	Sepulcher damaged. The ship's sepulcher is struck by a direct hit and taken offline. It may not use its nightmare field until the damage has been repaired. Roll again if the ship does not have a sepulcher aboard.
10	-3 Ld	Command core damaged. The ship's central command core suffers serious damage, inhibiting its ability to control key systems.
11	+D3 / -2Ld	Power surge. The ship is rocked by a massive surge of energy, overloading relays and fusing control circuits across its length.
12	+D6 / -2Ld	Power core ruptured. A huge ball of incandescent energy spews forth from the breached core, liquefying internal structures and severing control to vast areas of the ship. Retreat is advisable.

Portals

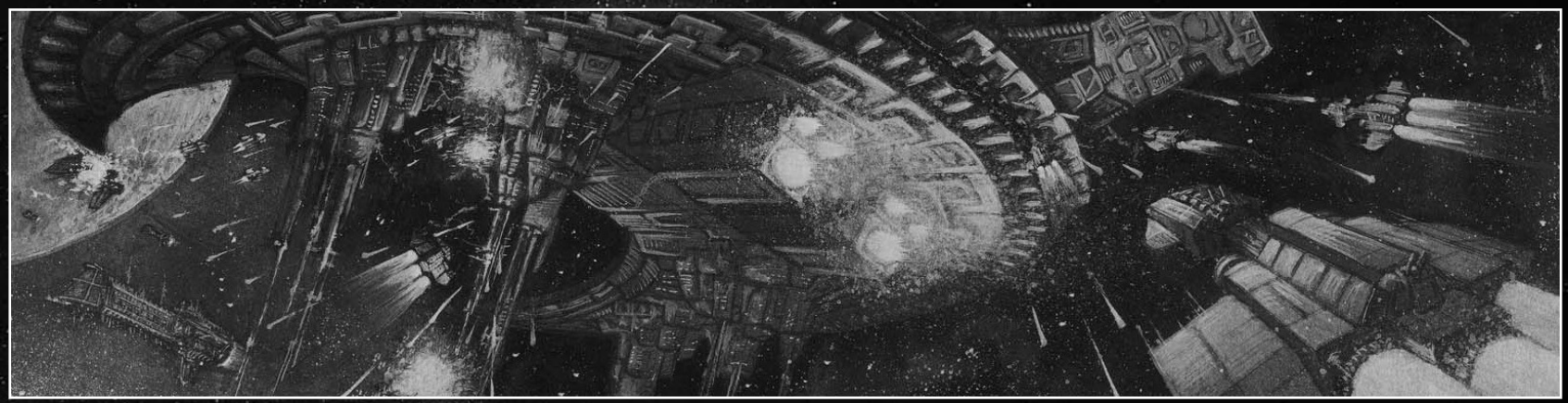
Necron portal technology is much more precise than conventional warp-based teleporters built by other races, an advantage the Necrons use to terrifying effect. Once in range, they will flood enemy ships with a relentless host of Necron Warriors and swarms of deadly scarabs. Necron ships equipped with portals replace their normal teleport attack with a number of portal attacks as shown in their profile. These are resolved exactly like teleport attacks, but may be used against targets with more hits than the attacking ship.

Critical Hits

Due to their substantially different designs compared to other types of starship, Necron vessels use the critical hit table shown to the left. Note that some results will inflict a leadership penalty on the ship, as shown in the 'Extra Damage' column. These penalties are applied each time the system is hit, just like any other extra damage, and cannot be removed during the game, even if the system is repaired. If playing in a campaign, these leadership penalties are automatically repaired at the end of each game, in the same way as critical damage results.

"It was silent as the void, and to look upon it was to know terror. It drifted above us with slow, liquid grace, and its gaze caused madness and despair wherever it fell. Those it came near took their own lives rather than endure its hellish presence."

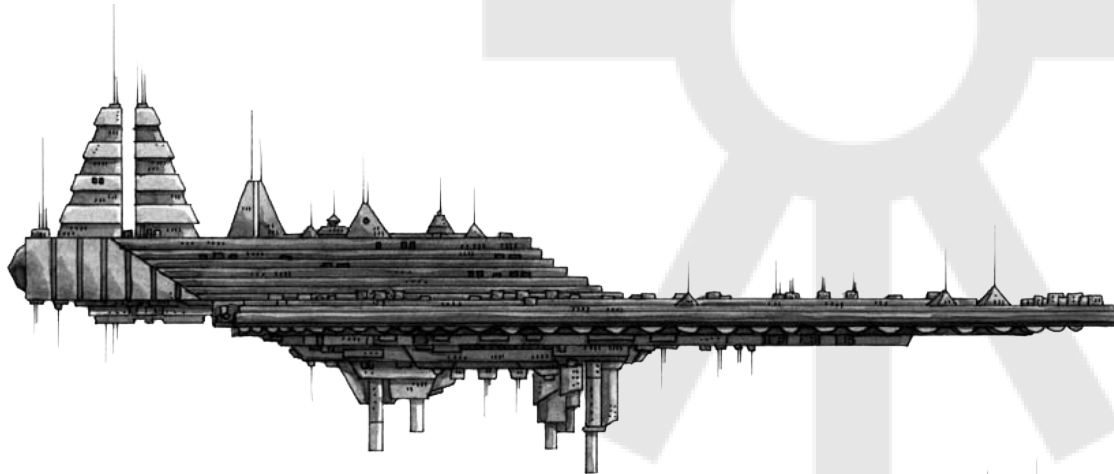
-Shadowseer Morillia



CAIRN CLASS TOMBSHIP 525 Points

Necron Tombships are the largest Necron vessels yet encountered by the Imperium. They are huge and terrifyingly well-armed craft, easily capable of defeating any Imperial battleship currently in service. Fortunately for the Necrons' enemies, Tombships are by no means always present in a harvest fleet, and so far have only been seen on seven occasions. In each case the Tombship was part of a sizeable attack force, and was always escorted by no less than three Scythe class harvest ships.

All of the Tombships thus encountered have been of the same general pattern, at least as far as can be ascertained from the reports of the engaging Imperial ships. Whether there are different or larger classes of Tombship yet to be seen remains a frightening mystery, although at least one account of an engagement between an Ork fleet and the Necrons described a ship so big that it dwarfed an Ork space hulk. Whether this is true or simply typical Orkish exaggeration has not been determined.



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Battleship/12	20cm	45°	Reactive Hull	6+	4
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Lightning Arc	30cm		20		Left / Front / Right
Particle Whip	45cm		6		Left / Front / Right
Star Pulse Generator	20cm		-		Area-of-Effect
Portals	10cm		4		All Round

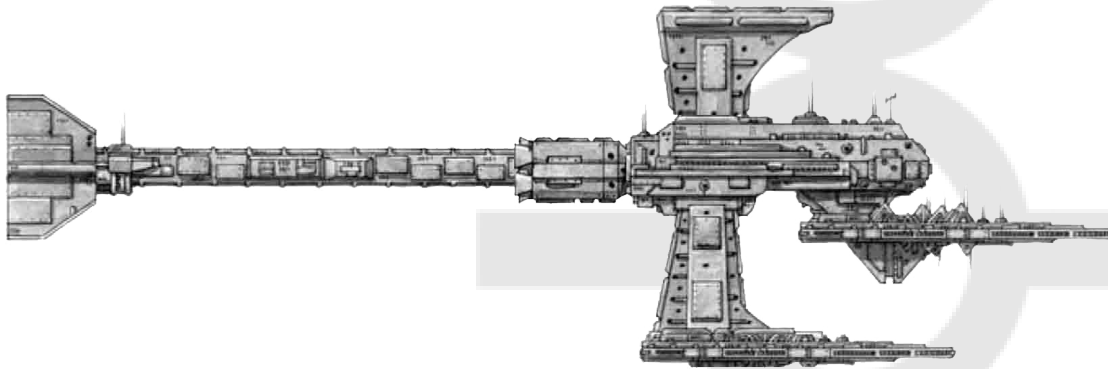
Special Rules: A Cairn class tombship is ponderous and cannot use Come to New Heading special orders.



"Lucky creatures. At long last you have found the tranquility of death. I was like you, once, clinging to life and blind to the truth. When I uncovered the truth, I too shuddered and paled with fear. Deep in these catacombs, I was remade. Here, my brethren slumbered for eons while the living grew like weed. My Lord knew this day would come. He had plans for us all. We would purge this world once more. So come, poor victims of life. We will grant you tranquility in these crypts. Kronus will be a Tomb World once more."

-Tomas Macabec

REAPER CLASS GRAND HARVESTER 385 Points



The Reaper class grand cruiser is like something out of a nightmare. Although similar in appearance to the Scythe class it is substantially larger and significantly more heavily armed.

Xenologists theorize that these terrifying vessels were the result of machinations by Necron Lords who wanted the speed and edge of a Scythe but also desired the superior firepower of a Tombship. It is presumed that the class was originally made from refitted Scythes, although more unique versions have been reported since the initial sightings. This has greatly alarmed Imperial authorities, as it indicates Necron technology may be continuing to advance, even after millions of years of dormancy.

However, the Imperium has rarely had any encounters with the Reaper class, and most accounts of it have been gathered through captured Eldar, who tell of a ship that could demolish entire battlefleets. According to one story, a fleet consisting only of a single Reaper and a handful of smaller escorts was able to destroy an entire Craftworld and its attendant fleets. This was further corroborated when several groups of Eldar refugees were captured by the Rogue Trader vessel *Dominus Nix*.

Authorities fear that if such tales are true, and that there are more of these ships hidden throughout the galaxy, then even the vast Imperial Navy may not have enough ships to avoid being overwhelmed.

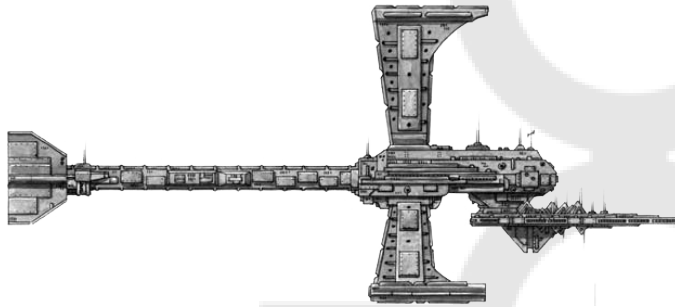
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/10	25cm	45°	Reactive Hull	6+	4
ARMAMENT	RANGE / SPEED	FIREPOWER / STR	FIRE ARC		
Lightning Arc	30cm	12	Left / Front / Right		
Particle Whip	45cm	5	Left / Front / Right		
Star Pulse Generator	20cm	-	Area-of-Effect		
Portals	10cm	3	All Round		

"That we, in our arrogance, believed that Humankind was first among the races of this galaxy will exposed as folly of the worst kind upon the awakening of these ancient beings. Any hopes, dreams or promises of salvation are naught but dust in the wind."

-Excerpt from the *Dogma Omniastra*



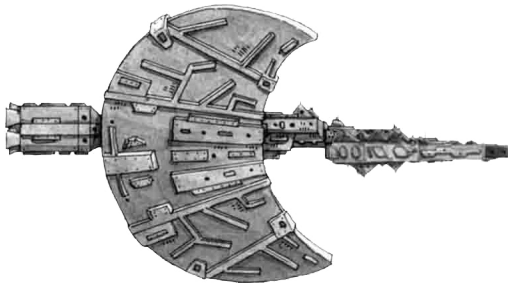
SCYTHER CLASS HARVESTER..... 315 Points



Harvesters are a far more common sight than the vast Necron Tombships, and have been part of every Necron fleet encountered by the Imperium thus far. By all accounts they are nearly identical to one another (and are generally referred to as ‘Scythes’ by Imperial Navy reports), the only difference being the occasional presence of a large temple-like chamber located on certain vessels. Whether this is indicative of a single design across all large harvesters is unknown, though it may well be the case considering the uniform appearance of the Necron warriors themselves. Although harvest ships appear lightly built compared to the thick, bulky designs used by the Imperium, they have proven incredibly resilient and difficult to destroy. So far there are only three recorded instances of Imperial ships even crippling a harvester, let alone destroying one, and in all three cases it required the firepower of several capital-class ships to achieve the feat. The harvester’s resilient design combined with the sophisticated and devastatingly effective Necron weaponry makes them a match for all but the largest Imperial craft.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/8	30cm	45°	Reactive Hull	6+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Lightning Arc	30cm		8		Left / Right
Particle Whip	45cm		4		Left / Front / Right
Star Pulse Generator	20cm		-		Area-of-Effect
Portals	10cm		3		All Round

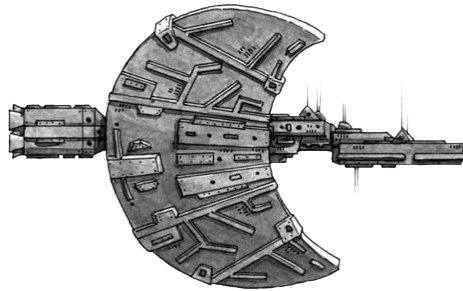
KHOPESH CLASS LIGHT HARVESTER..... 220 Points



With the arrival of Abbadon’s 13th Black Crusade, the news of the Blackstones’ return sent shockwaves of fear and panic across the galaxy. No one missed the word of their arrival, including the remaining Necron sleepers. Surface and void assets began awakening at an exponentially increasing pace, with ancient, monolithic structures rising from the sterile earth of previously dead worlds, eldritch horrors pouring out from the depths of the void, and silver chariots bursting forth from the shadowed canyons of asteroid belts and dense patches of gas clouds. Shortly thereafter, smaller Necron vessels, never before seen, began to be reported in a number of incidents all over the galaxy, seeming to arrive wherever rumors of the Blackstone fortresses were heard. Many ship captains even began to avoid carrying passengers or cargo even remotely associated with the war, lest they attract unwanted attention...

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/6	30cm	45°	Reactive Hull	6+	2
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Lightning Arc	30cm		8		Left / Front / Right
Particle Whip	45cm		2		Left / Front / Right

SHROUD CLASS LIGHT HARVESTER 200 Points



The Shroud class was first recorded in 992.M41 during an engagement with the *Battlefleet Pacificus*. Over the next six years, vessels of this configuration were observed on three occasions and each time disengaged before Imperial vessels could bring them under fire. It was believed that either the class or its crew were being tested in some way, though for what purpose no one could guess. Speculation on this subject ended in 998.M41, when five Shrouds launched a suicidal assault on the Adeptus Mechanicus' headquarters on Mars itself. All were destroyed, but not before accomplishing whatever mysterious objective with which they had been tasked.

Since then, Shroud class harvesters have been identified on at least six occasions, acting as the long-range eyes and ears of an approaching Necron fleet. They excel at this role in large part because no Imperial ship with any chance of catching a Shroud could possibly defeat one if it were to actually catch up. Of greater concern to the Office of Naval Intelligence, however, is the fact that Shrouds so easily penetrated the defenses of Mars, leading some experts to believe that there may be no base which can be considered safe from a Shroud attack. Furthermore, all efforts to thwart the Shroud's advanced stealth capabilities thus far have met with total failure.

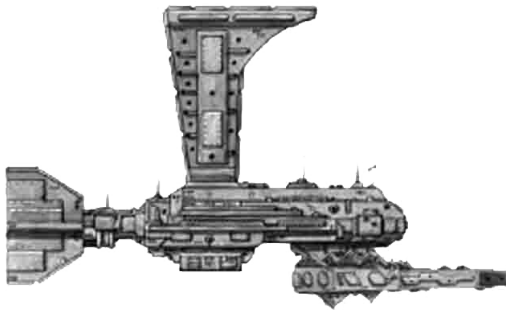
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/4	30cm	45°	Reactive Hull	6+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Lightning Arc	30cm		10		Left / Front / Right

Special Rules: *The Shroud is even harder to detect than normal Necron ships, and is equipped with a sophisticated sensor suite. As long as it is not crippled, it does not grant enemies a leadership bonus while on special orders, and will never activate or attract orbital mines (they will still attack if it contacts them, however). In addition, if a Necron fleet has at least one non-crippled Shroud remaining, the entire fleet gains an extra +1 bonus to its command checks when enemy ships are on special orders.*

"We are born for a darker purpose than that of mere existence. There will come a time when Stygian night never ends, where dead stars will spread before us like islands that slumber on the ocean, and when the beings that hid like shadows will feed on us forever."

-Tech Adept Corteswain

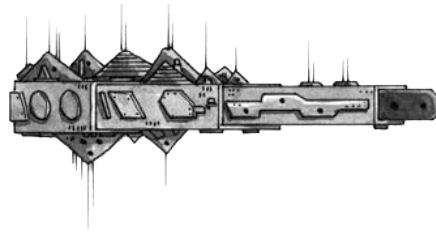
CARTOUCHE CLASS LIGHT HARVESTER 155 Points



Cartouche class light harvesters are small, fast, dangerous, and - fortunately - rare vessels used by the mysterious Grace known as the Necrons. In the harvest fleets where these ships were observed, the Cartouche class usually filled the gap between the larger harvesters and the Necron's escort-sized raiders. They are not usually capable of fighting alone against the much bigger Imperial cruisers or battleships, so a Cartouche's typical task is to hunt down enemy escort ships, or engage light cruisers where necessary. The most notable achievements of this class are the destruction of an entire Imperial reconnaissance expedition during the '157 Incident' and the elimination of all orbital defenses around the Ellestratum Hive world, just prior to the Necron invasion known as the 797.M41 Ellestratum Massacre, or simply as the 'Great Harvest at Elles'.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Cruiser/4	30cm	45°	Reactive Hull	6+	1
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Lightning Arc	30cm		5		Left / Front / Right
Particle Whip	45cm		1		Left / Front / Right

JACKAL CLASS RAIDER 50 Points

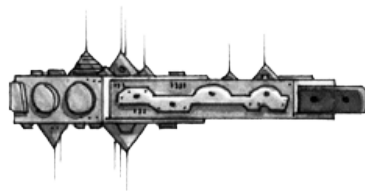


Special Rules: Despite being an escort, a Jackal class raider may conduct portal attacks, but only against ships with 6 or fewer hits remaining.

Necron fleets have so far always included a number of smaller ships roughly equivalent to Imperial escort vessels. Although there have been two instances of such craft operating on their own, this seems to be the exception rather than the rule, and it appears that they are usually very closely controlled by the Tombships or harvesters in the fleet. The Jackal is the slightly larger of the two types of escort that have been identified, and has been present in every Necron fleet engaged by Imperial forces to date.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	40cm	90°	Reactive Hull	6+	1
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Lightning Arc		30cm	4		Front
Portal		10cm	1		All Round

DIRGE CLASS RAIDER 45 Points



The Dirge class raider is the smaller of the two escort sized Necron ships, and appears to be somewhat rarer. Whether this is universally the case or simply a matter of chance is unknown. Dirge class raiders, although never formally identified at the time, are now believed to account for many of the vessels originally sighted by Imperial Explorators even before the Yuctan incident and the first known Necron harvest. In 692.M41 an impenetrable layer of unidentified metal was found several hundred meters beneath the surface of Angelis, later revealed to be some form of alien spacecraft when the vessel rose entirely out of the sand and departed without trace. In the light of later events, it would seem probable that the 'Angelis Boat' was in fact a Dirge class raider.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Escort/1	50cm	90°	Reactive Hull	6+	1
ARMAMENT		RANGE / SPEED	FIREPOWER / STR		FIRE ARC
Lightning Arc		30cm	3		Front

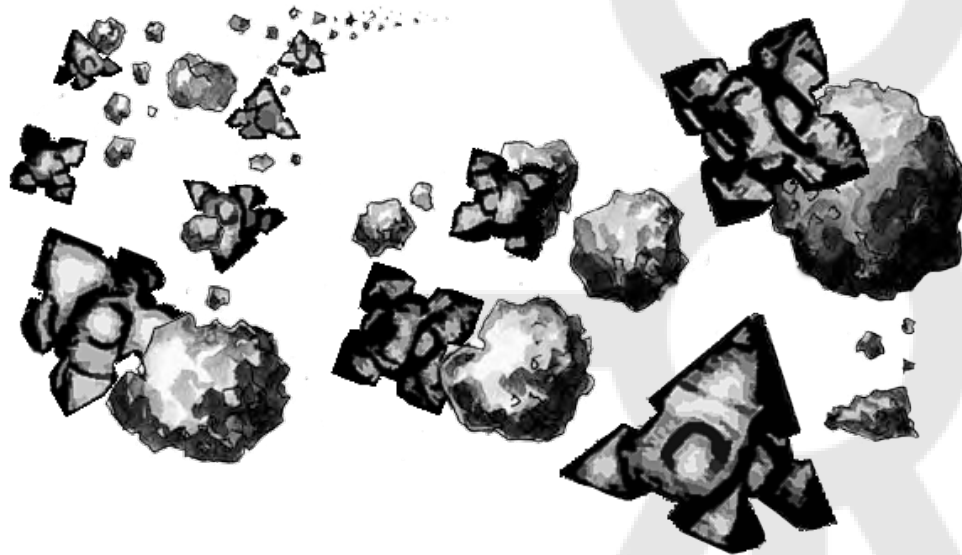
Special Rules: A Dirge class raider may be counted as a transport or system ship in any scenario where such units are allowed. Dirges used this way have a fixed leadership value of 7 and will still count against the fleet's total points limit, but will otherwise follow the rules for Necron ships.

"It was at that moment I realized the artifacts weren't of human origin. We came here following rumors whispered from the mouths of pirates and Rogue Traders; rumors of a legendary STC left behind from the Dark Age of Technology. Of all the places to search, this dead world had to be the one... The monstrosities that came out of the tomb when we opened it were innumerable. They crawled out like the dead rising up from their graves; more and more of them pouring from the shadows, like hideous effigies of some ancient civilization that couldn't possibly exist. In a matter of minutes, the entire excavation site was overrun. They destroyed our ships next. There was just no stopping them. Then they came for us. I ran to the last lander parked behind the research tent. I... I didn't look back. I could hear the screaming, even over the sound of the engines. I can still hear it today..."

-Rogue Trader Victor Damote

DEATHSEED MINEFIELD

50 Points



Special Rules: A deathseed minefield follows all the normal rules for minefields as described in the BFG:XR Fleet Support list, except that in all cases it will generate deathseed mines (see below) rather than normal mines, including when it attacks a detected ship inside the field.

It is not yet understood how the ancient Necrontyr chose to distribute their tomb complexes across the galaxy. What is known, however is that the most powerful Necron dynasties went to great lengths to ensure the safety and security of their primary tomb worlds.

While the Mechanicus has myriad records of the Necrons' ground defenses (and an undisclosed number of useful countermeasures), there are relatively few records of the Necrons' anti-ship defense systems. For many years, it was believed that the Necrons simply had not developed such technology or that it was lost when they retreated into stasis. It was this hopelessly naive belief that led to the destruction of an entire Mechanicus Explorator fleet when it casually approached a previously unknown tomb world.

Suddenly, the entire fleet was bombarded by dozens of bizarre mine-like objects which, when detonated, spewed out thousands of tiny scarabs which burrowed into ships' hulls before violently exploding. The Magos in charge of the operation was forced to watch in horror as his ships were blown apart piece by piece - that is, until a swarm of scarabs breached the command deck and blasted him into the vacuum of space.

DEATHSEED MINE

5 Points

After several grievous losses by the Mechanicus to these strange Necron devices, a lone cruiser was able to disable and capture one before it armed itself. The Mechanicus rushed the device to the moon of an isolated Forge World for study. They learned that the device acts in much the same way as standard Imperial mines, but instead of loading a single high-yield explosive payload, the mines are filled with micro-scarabs programmed to latch onto an enemy hull and then burrow their way into the vessel until their miniature anti-matter power cores overload, annihilating almost everything within a few meters of the blast. Individually, each scarab could not hope to cause any sort of crippling damage to a mighty starship, but in waves of ten thousand or more, even the largest battleships will quickly fall.

Special Rules: Deathseed mines follow all the normal rules for orbital mines as described in the BFG:XR main rulebook and the BFG:XR Fleet Support list, with the exception that damage from deathseed mines will ignore a target's shields in the same manner as other ordnance such as torpedoes, bombers, etc.

"Ommissiah protect us, they're eating through the hull! Prepare to evacuate, they're almost--AAAAAAAAAAAAARRRRRRRRGGGGH!"

-Magos Dura Tithanus

NECRON PYLON

25 Points



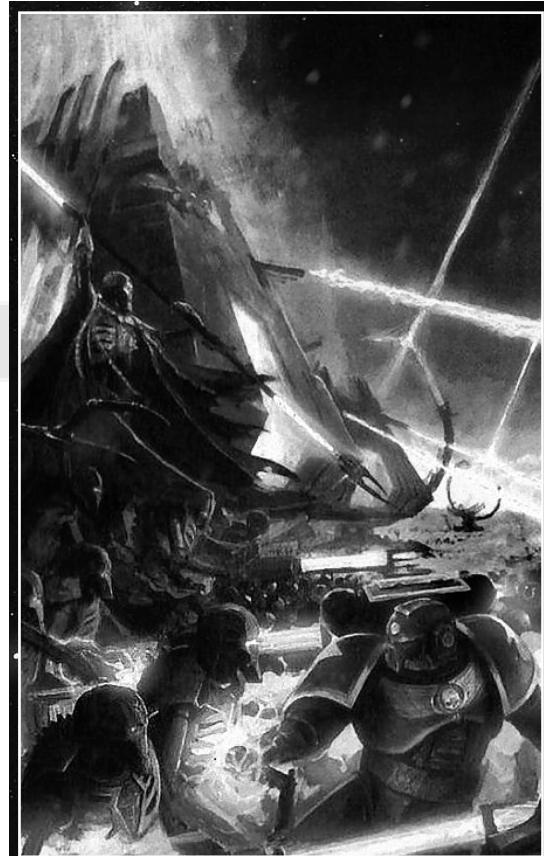
A Necron Pylon is a crescent shaped Necron defense turret constructed from the same living metal as the Necrons' other vehicles. Unlike traditional emplacements, a Pylon's position is not fixed and Necron attacks are often supported by Pylons that are teleported directly to the surface of the besieged world. When used in a defensive manner, Pylons emerge from the ground to attack trespassers and subsequently vanish to escape retaliation.

Pylons have a large range of fire thanks to their ability to rapidly traverse the firing element of their primary weapon system, making them a threat to both land-based targets and aircraft alike. Necron Pylons were first encountered on the uncharted world of WDY-272, where they emerged from beneath the sands and opened fire without prior provocation. Their location was logged by the Imperium for subsequent aerial bombardment, but when the strike was made the Pylons seemed to have vanished without a trace.

A Necron Pylon uses a power matrix similar to that of a Necron Monolith, from which the Pylon draws energy prior to discharging it in the same manner as a particle whip. The resulting energy is fired as a single bolt which is launched towards the intended target, causing major damage within a precisely confined blast area. It has also been suggested that a Pylon may be able to utilize energy via "other methods" but the nature of such abilities have not been witnessed firsthand and so any speculation as to the full capability of a Necron Pylon is still unknown.

TYPE/HITS	SPEED	URNS	SHIELDS	ARMOR	TURRETS
Ground/1	-	-	Reactive Hull	6+	-
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Particle Whip	45cm		3		Left / Front / Right

Special Rules: A Necron pylon is a planetary defense choice for a Necron fleet. It follows all the rules for ground facilities found in the BFG:XR Fleet Support list, and may be placed overlapping with a Necron tomb complex (see next page).



"They will seek to harvest us at first, for they will be hungry after their long sleep. Then they will turn their efforts to enslaving the survivors. The galaxy will bleed the stench of death into the void, and it will attract the others of their kind. We must choose unity or death."

-Farseer Macchu of Ulthwe

NECRON TOMB COMPLEX 175 Points

USING A TOMB COMPLEX

As Necrons are seldom interested in conquest for the purposes of territory, they have little use for space stations and orbital defense grids. The exceptions to this are the great Necron tomb complexes, the living, beating hearts of their many tomb worlds. Situated deep beneath the surface, a tomb complex may house tens or even hundreds of thousands of Necron warriors, Canoptek automatons, and other nightmarish tools of destruction. To enter such a place is to sign one's own death warrant.

A Necron tomb complex is a planetary defense choice available to the Necrons. It counts as a ground facility in all respects and follows all the rules found in the BFG:XR Fleet Support list. A Necron player cannot have more than one tomb complex.

LEADERSHIP & SPECIAL ORDERS

Like other planetary defenses, a tomb complex has a nominal leadership of 7. It may only use *Reload Ordnance* (ignoring the usual Necron restrictions) and *Brace for Impact* special orders. Bracing affects a tomb complex just like it would a Necron ship.

DEPLOYMENT

Due to its huge size, a tomb complex uses slightly different rules for placement and attacking than a normal ground facility. When a tomb complex is deployed, mark a line 2D3x5cm along the table edge representing the planet's surface on the low orbit table. (If necessary, use asteroids or other terrain markers to denote this area). This region counts as the 'base' of the tomb complex. All measurements for the complex are made to or from the nearest point along this portion of the table edge, in the same way that a ship normally measures distance to a table edge.

BURIED CITADEL

Because the majority of each tomb complex is deep below the surface of the planet, firing upon one with conventional weapons, even those of the largest battleships, is an exercise in futility. At best, one can hope to temporarily prevent it from mustering further reinforcements. A tomb complex cannot be destroyed. Instead, for each point of damage inflicted upon a tomb complex, place a blast marker in contact along its length, as close to the firer as possible. For each blast marker in contact, reduce the firepower/strength of the tomb's armaments by 1 (to a minimum of zero). Apply any critical hits normally. Note that a tomb complex removes D6 blast markers in contact at the end of each turn, just like other stationary defenses.

WEAPONS SYSTEMS

Although a fully awakened tomb complex may have thousands of automated defense systems and attack craft ready to deploy, for gameplay purposes it uses the profile and armaments shown below. However, a tomb complex may fire its lightning arc and/or launch attack craft from any point along its length, representing different emplacements operating throughout the facility. Note that the lightning arc may be fired from a different point than from where any ordnance was launched, and vice versa.

NECRON ORDNANCE

The Necrons use the following attack craft:

- Night Scythes, which follow the rules for assault boats.
- Doom Scythes, which follow the rules for bombers.
- Night Shrouds, which follow the rules for torpedo bombers.

DAMAGE CONTROL

The advanced systems of a tomb complex mean that it is capable of extensive self-repair operations. A tomb complex may re-roll the dice to repair critical damage, in addition to succeeding on a 4+ like other Necron units.

TOMB RAIDING

Despite being incredibly well-fortified, a tomb complex does not have any effect on the scoring of assault points or the successful extermination of a planet. It is assumed that landing troops and surface bombardments have been suitably adapted against the Necrons and that any invaders will therefore treat an attack on a tomb world just like any other planetary assault or Exterminatus scenario. However, a bold (or foolish) commander may wish to attack a tomb complex directly, sending troops inside to sever power conduits and kill vulnerable Necron warriors while they remain dormant. When an opponent lands a ship on a tomb complex, he or she may roll a D6. On a result of 5+, that player places D3 blast markers in contact with the tomb complex and (if the scenario uses assault points) scores +1 assault point. On a result of 4 or less, the landing ship counts as being destroyed!

If a capital ship (which cannot land) crashes into the complex, it is treated as ramming the tomb (counting the tomb as having 10 hits and being rammed from the front). Note that damage to the crashing ship is resolved before removing it, meaning that catastrophic damage effects (such as a plasma drive overload) will affect the tomb complex normally.

TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOR	TURRETS
Ground / Special	-	-	Reactive Hull	6+	3
ARMAMENT	RANGE / SPEED		FIREPOWER / STR		FIRE ARC
Lightning Arc	30cm		10		All Round
Launch Bay	Night Scythes: 30cm Doom Scythes: 20cm Night Shrouds: 20cm		6 Squadrons		-

"That man is beset at all quarters by traitors, mutants and fiends is self-evident. But in truth none of these evils shall be our undoing. When the end comes it will be not at the hand of any mortal being of this or any other realm: death will come at the hands of the ancients, those who determined our fate eons before we stood erect upon the holy ground of Terra and gazed up into the starry night."

-Inquisitor Hoth

NECRON HARVEST FLEET LIST

FLEET COMMANDERS

0-1 Sepulcher

Although not a fleet commander in the traditional sense, sepulchers represent the automated control center of a Necron fleet. You may include one sepulcher, which must be assigned to the largest ship in the fleet (the one with the most starting hits). If the fleet includes any capital ships, you must include a Sepulcher to lead it.

Sepulcher (Ld10) 75 points

A Sepulcher comes with a nightmare field and one re-roll for free. You may purchase additional re-rolls for your Sepulcher at the cost shown below:

One re-roll 25 points
Two re-rolls 75 points

SECONDARY COMMANDERS

0-2 Sphinxes

Occasionally, Necrons will employ an advanced control system on their starships called a Sphinx. Your fleet may include up to two Sphinxes, which may be assigned to any ship or squadron.

Sphinx (Ld9) 50 points

CAPITAL SHIPS

Tombships

You may include one Cairn class tombship for every two harvesters and/or light harvesters in the fleet.

Cairn Class Tombship 525 points

Grand Harvesters

You may include one Reaper class grand harvester for every two harvesters and/or light harvesters in the fleet.

Reaper Class Grand Harvester 385 points

0-6 Harvesters

Scythe Class Harvester 315 points

0-6 Light Harvesters

Khopesh Class Light Harvester 220 points

Shroud Class Light Harvester 200 points

Cartouche Class Light Harvester 155 points

ESCORTS

You may include up to twenty-four escorts in your fleet, in squadrons of two to six ships.

Jackal Class Raider 50 points

Dirge Class Raider 45 points

USING A HARVEST FLEET

The Necron Harvest fleet is so far the only type of Necron space fleet encountered by the Imperium. It reflects the precise, lethal nature of the Necrons themselves, typically employing only a few larger vessels supporting squadrons of deadly raiders tasked with herding enemy ships into close-range kill zones. Once able to pass within a few kilometers of their targets, the Necrons unleash the full power of their ranged weapons and portals, tearing apart the enemy while weathering any return fire through the adaptive qualities of their living metal hulls.

Attack Rating

The Necrons are a relentless, implacable foe. As such, a harvest fleet has an attack rating of 4.

Campaigns

Due to the automated nature of their starships, Necrons have little need for shipyards and crew doctrines. In a campaign, a Necron fleet does not earn refits or crew skills. Whenever a ship would earn a crew skill or an appeal for a refit is granted, the fleet gains one repair point instead.

Reserves and Allies

A Necron Harvest fleet will never provide ships to or take ships from any other fleet list as reserves or allies.



BFG:R to BFG:XR - CHANGE LOG

Some elements of BFG:R and the original BFG rules have been altered as part of the transcription process for the BFG:XR Project. For the most part, these changes are simply adjustments to grammar and language, in order to improve clarity or fix (a few) typos. Other changes include a few minor expansions to the existing material or re-integrations of older rules that were either dropped or not included when the BFG:R documents were produced. These changes are meant only to add flavor or clarity to the existing rules, and not an attempt to dramatically alter the function or power of any one faction's fleets. This document generally only lists those changes which constitute an actual addition or alteration of the rules, not adjustments to language or readability.

[Change] Rearranged some of the special rules.

- Damage control is now part of the Reactive Hull rules, as it deals with damage and repairs.
- Shooting your own hulks is part of the same category as disengaging, as both rules deal with Necrons leaving the battlefield.

[Change] Divided the Sepulcher and “nightmare field” (as referred in the 2010 FAQ) into two different entries.

- The Sepulcher is now just a fleet commander entry.
- The nightmare field is the actual weapon, and is an automatic free upgrade for the ship with the sepulcher

[Addition] [Change] Clarified that Necron vessels which become hulks lose their Reactive Hull save and become Armor 4+ as a result.

[Addition] Clarified that the star pulse generator and nightmare field roll against each ordnance marker separately and hit on a 4+.

[Addition] Clarified that the star pulse generator rolls against the nearest facing of each ship within range.

[Addition] [Change] Clarified that the Cairn class tombship cannot use Come to New Heading special orders, just like other battleships that lack sufficient speed to do so.

[Change] Changed the name of the Gauss Particle Whip to Particle Whip, to reflect more modern fluff.

[Addition] [Change] Clarified how Necrons interact with special orders.

- AAF is as described in the Inertialess Drive rules
- Necrons cannot use Reload Ordnance, as they do not have any.

This is mostly for fluff reasons and consistency, just like how Eldar cannot use Burn Retros because it has no effect.

- BFI is as described in the Reactive Hull rules
- Clarified that Lock On does not affect attacks from the nightmare field or star pulse generator.

I inferred this from the 2010 FAQ which prohibited these from firing at all while under Lock On orders. I assumed that while they can now be fired while locked on, these weapons do not explicitly benefit from doing so.

[Addition] [Change] Made alterations to the functionality of portals.

- They now completely replace an equipped ship's normal teleport attack, but all portals (except those on the Jackal, since it's an escort and has no normal teleport attacks) have gained +1 strength.

This just seemed more intuitive for players, and it doesn't make sense that Necron ships would have such great portals and still have one attack that was just a regular teleporter.

- Restriction on raiders moved to be a ship-based restriction, as it only modifies one ship class.

[Addition] [Change] Dirge class raiders have the added ability to be used as transports and/or system ships for the Necrons in games that use them. They must still pay for the cost, however. This offsets the fact that they cannot use the “normal” planetary defenses or special transports.

[Addition] Clarified that Shrouds do not attract or activate mines, but will trigger them if they enter base contact.

[Addition] Necron Pylons are available as ground defenses. They are essentially an improved defense laser silo.

[Addition] Necrons may purchase a “Deathseed Minefield” and “Deathseed Mines” as planetary defenses. They function as normal mines in all respects except that they ignore the target's shields. I couldn't find too much about whether Necrons have mines, so I used the name from Red Arsenal's line of Necron minis.

[Addition] Necrons may take a “tomb complex” which functions as their primary ground defense. This effectively transforms a 2D3x5cm portion of the planetary table edge into a single continuous defense.

This is probably the most home-brewy thing in the BFG:XR Project, please give me feedback about it!

- It cannot be destroyed, only suppressed. Each blast in contact

reduces the firepower/str of its weapons by 1 point, but it loses D6 blasts in each end phase.

- It can fire from any point along its “base” (a line across the table edge).
- It may launch attack craft (these use the normal rules):
 - Night Scythes are assault boats
 - Doom Scythes are bombers
 - Night Shrouds are torpedo bombers
- It can be “boarded” by escorts that land on it; successfully doing so may score additional assault points.
- It does not affect the scoring of assault points / success of exterminators.

[Addition] [Change] Necrons gain repair points instead of crew skills and refits in a campaign.

[Addition] Added “Using the fleet” section and reserve rules (they do not get any reserves).

Last Updated: March 2, 2017 10:48 AM