



NECRON FORCELIST



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NECRON FORCE LIST

The following conversions are based on *Codex: Necrons* and the *Codex: Necrons FAQ*.



SPECIAL RULES

All necrons and/or necron forces have the following abilities unless otherwise noted.

CAMPAIGN POINTS

A necron force gains Campaign Points (p. 106, *VOR Rulebook*) as normal, but may only spend them on the Strategy force trait. All the other traits represent individuals learning from their previous battles, and so cannot be chosen by necrons.

Naming Models

Necrons may not be named; as such, the whole section on *Named Models* on page 108 of the *VOR Rulebook* does not apply to them.

NECRON ABILITY

The *Necron* ability that many models in this forcelist have actually comprises the following abilities and special rules.

Capturing Necrons

Necrons cannot be captured or taken as prisoners in any way; a model, unit or force that can normally capture models cannot capture models with the *Necron* ability.

We'll be Back!

When a necron has lost its last point of Lifeforce, keep it on the table but lay it on its side and mark it with some kind of marker (to avoid confusion with models that have been knocked down, as per p. 79, *VOR Rulebook*). The model cannot be affected by anything as long as it remains like this, and is also not considered part of any squad when determining squad coherency.

The model may still be activated following the normal rules, however. At the start of the model's next activation, check for the following:

- If there is another necron model, that still has Lifeforce 1 or higher, within 6 inches of the damaged necron. This model does not need to be part of the same squad, but must be of

the same type as the damaged necron (both warriors, both destroyers, etc.).

- If there is a tomb spyder within 12 inches of the damaged necron, and another model of the same type as the damaged necron anywhere else on the battlefield.

If either of these is the case, make a Self-Repair Test by rolling a Body Test at +1. If successful, the damaged necron self-repairs and is placed back on its feet with 1 Lifeforce (also remove the marker) and its full MP allowance for its current activation; on a 6 or higher, or if neither of the above conditions is met, remove the model as a casualty.

The now-repaired necron becomes part of the nearest squad of necrons of its own type, even if it did not form part of that squad before. Note that, if this squad is far away, it may be out of squad coherency.

All of the above does not apply if the necron lost its last Lifeforce to a melee attack that did not allow an Armor Test, either because it has [AM: no test] or because a critical hit was rolled. It also does not apply to necrons killed by a collision with a medium or heavy vehicle. In all these cases, the model is automatically removed as a casualty and cannot self-repair.

Phase Out

At the end of every turn, count the number of necron models left on the battlefield. If this is less than 25% of the number that started the game, the necron force will phase out and disappear from the battlefield instantly—including all the remaining models in the force that do not have the *Necron* ability.

This means the necron player automatically loses the battle, though the upside of it is that in a campaign, it is certain the phased-out models will be available for the next battle.

Glory Points

The opponent gains Glory Points for all necrons actually killed—that is, those models that were removed from the battlefield because they could not or did not self-repair. Necrons that did self-repair, as well as any that phased out, are not considered casualties and so do not count for Glory Points.

TELEPORTING

No necron model may teleport or be teleported more than once per turn—period.

VOR WEAPON & ABILITY SPECIAL

EFFECTS

Some weapons from other *VOR* forces have special effects against necrons. This especially affects pharon, as many of their abilities and weapons are intended to affect living bodies, which necrons do not have.

Since all of the following effects refer to *VOR* forces, they only apply to games set in the Maelstrom.

Ambients (pp. 62-63, *Shard Forcebook*)

Necrons get a normal Armor Test against the *Neuro Wave* ability.

Astarte Box (p. 58, *Pharon Forcebook*)

Although perhaps superfluous to mention, necrons killed by this device may *not* make a Self-Repair Test.

Bael Fire (*Zykhee Forcebook*)

Any ability that uses Bael Fire will affect necrons normally—they do not have any special resistance to it that others do not have.

Biological Warfare (p. 52, *Razorfang's Exodus*)

The viral cloud cannot affect necrons.

Chem Sprayer (p. 63, *Neo-Soviet Forcebook*)

Due to their living metal bodies, necrons do not take damage from this weapon. (The toxic sludge might melt the flesh off a flayed one, but that's about it, and has no game effect.)

Chephron (p. 72, *Pharon Forcebook*)

Chephron can use his *The Eater of Shades* ability against necrons.

Death Kala (p. 69, *Zykhee Forcebook*)

The poison on this weapon does not affect necrons: they automatically succeed at the Power Test needed to avoid paralyzation.

Devolve (p. 68, *Shard Forcebook*)

This ability has absolutely no effect if used against a necron.

EMP Blast & Power Drain (pp. 68 & 69, *Shard Forcebook*)

A necron must roll of 2 or less (instead of 3 or less) after being subjected to these attacks before it can be activated again.

Gila & Hellfire Flamethrowers (p. 58, *Union Forcebook*)

Necrons are not affected by the *Flambé* special rule of these weapons.

Harvesters & Purger Gauntlets (pp. 59 & 61, *Pharon Forcebook*)

Necrons cannot be harvested by the ... *So Shall Ye Reap* ability, and are immune to being drained by purger gauntlets.

Life Drain (p. 63, *Pharon Forcebook*)

Due to their semi-robotic nature, necrons add +2 to their Brains statistics against this ability.

Making Custom Slaves, Mask of the Morgue God, Soul Web, Stirrings of the Dead & Sway of the Tomb (pp. 43, 64 & 65, *Pharon Forcebook*)

It is impossible for pharon to turn necrons into undead slaves. Any ability that normally creates an undead slave, in whatever way, will fail when used against them.

Null-Field Box (p. 58, *Pharon Forcebook*)

Necrons count as robotic models against this weapon.

Prime (p. 60, *Shard Forcebook*)

As necrons are not carbon-based lifeforms, a prime only succumbs to *Burning Hatred* on a roll of 10 (instead of 1 or 10) when there are only necrons fighting the shard force.

Sieve of Ulhotep (p. 55, *Pharon Forcebook*)

Against the *Breath of Karneter*, necrons gain a +2 modifier to their Body Test on the turn after being hit by this attack.

Slow Cook (p. 69, *Shard Forcebook*)

Necrons may make an Armor Test when subjected to this attack.

Soul Reaver & The Sundered (pp. 54 & 56, *Pharon Forcebook*)

Although their bodies cannot be harvested, necron souls do count for determining the effects of *The Soul Matrix* ability of soul reavers and a Sundered's *Your Life is Mine*.

Wardyn Squad (p. 65, *Zykhee Forcebook*)

Necrons cannot be poisoned by the wardyns' *Poisoned Blades* ability.

DESTROYER

MP: 12 CC: 7 RC: 7 POW: 4 BOD: 5 BRN: 2 GUT: 9 LIF: 1 AR: 7 SIZE: L

Point Value: 100

Availability: Unlimited

Structure: 3-5

Equipment: Gauss cannon

Abilities:

Jetbike: Destroyers move as jetbikes do, though they are not considered to be vehicles.

Necron: Destroyers use the *Necron* special rules on pages 3-4.

HEAVY DESTROYER

MP: 12 CC: 7 RC: 7 POW: 4 BOD: 5 BRN: 2 GUT: 9 LIF: 1 AR: 7 SIZE: L

Point Value: 127

Availability: Unlimited

Structure: 1-3

Equipment: Heavy gauss cannon

Abilities:

Jetbike: Heavy destroyers move as jetbikes do, though they are not considered to be vehicles.

Necron: Heavy destroyers use the *Necron* special rules on pages 3-4.

FLAYED ONES

MP: 11 CC: 7 RC: 7 POW: 4 BOD: 4 BRN: 4 GUT: 9 LIF: 1 AR: 7 SIZE: M

Point Value: 85

Availability: Unlimited

Structure: 4-10

Equipment: Claws [MPC: 5, Power: 5, AM: -2]

Options:

Advanced Deployment (+5 PV per model): Flayed ones deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Disruption Fields (+8 PV per model): The entire squad may be equipped with disruption fields.

Abilities:

Melee Attacks: The MP cost for a flayed one to make melee attacks is modified by -1 MP per attack.

Move Through Cover: Flayed ones count Broken terrain as Open for movement purposes.

Necron: Flayed ones use the *Necron* special rules on pages 3-4.

Terrifying Visage: Any model in base-to-base contact with a flayed one must roll a Guts Test at the beginning of the model's activation. If this Test is failed, it suffers a -1 CC modifier until the end of the turn.

IMMORTALS

MP: 11 CC: 7 RC: 7 POW: 4 BOD: 5 BRN: 2 GUT: 9 LIF: 1 AR: 7 SIZE: M

Point Value: 73

Availability: Unlimited

Structure: 5-10

Equipment: Gauss blaster

Options:

Disruption Fields (+8 PV per model): The entire squad may be equipped with disruption fields.

Abilities:

Necron: Immortals use the *Necron* special rules on pages 3-4.

MONOLITH

MP: 6 TC: 3 CC: — RC: 7 POW: 8 BOD: 7 LIF: 4 AR: 5(6)

Point Value: 395

Availability: Unlimited

Type: Heavy Flyer

Structure: Individual

Weapons: Gauss flux arcs, particle whip

Options:

Advanced Deployment (+5 PV): Monoliths deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Abilities:

Gauss Flux Arc Projectors: The monolith has gauss flux arcs that automatically fire at any non-necron model within range, in any order the necron player decides to resolve the attacks; all the monolith's gauss flux arc projectors count as a single weapon (see *Combat*, p. 90, *VOR Rulebook*). The gauss flux arc's zone template must be placed centered on the target so that the arrow points toward the nearest corner of the monolith. For each attack on the monolith that causes a Destroyed Weaponry result on the *Internal Damage Table* (p. 91, *VOR Rulebook*), reduce the monolith's RC by 1, to a minimum of 1.

Power Matrix: A monolith may teleport squads into battle. If any warrior squads were deployed as reserves (see the warriors' Abilities on page 8) and are eligible to enter the battle this turn, they must be deployed by the front portal of a monolith. This counts as use of the monolith's power matrix.

If no warrior squad may be deployed this turn, the monolith may teleport any one squad of destroyers, flayed ones, heavy destroyers, immortals, necron lords, warriors or wraiths from within 18" of the monolith, to inside the monolith. On their next activation, the teleported squad must exit the vehicle using the rules for transport vehicles on page 89, *VOR Rulebook*; the monolith can even hold large models, and has no limit to the number of models that may be "inside" it—however, no models may enter the monolith through its front portal.

As the monolith's particle whip is also an effect of the power matrix, the above abilities may not be used in the same turn as the particle whip is fired. [MPC: 6, Uses/Turn: 1]

NECRON LORD

MP: 11 CC: 7 RC: 7 POW: 5 BOD: 5 BRN: 4 GUT: 9 LIF: 3 AR: 7 SIZE: M

Point Value: 104

Availability: 1 per force

Structure: Individual

Equipment: Staff of light

Options:

Warscythe (-2 PV): The necron lord may replace its staff of light by a warscythe.

Wargear: A necron lord may take up to 100 PV of equipment from the necron armoury.

Abilities:

Melee Attacks: The MP cost for a necron lord to make melee attacks is modified by -2 MP per attack.

Necron: A necron lord uses the *Necron* special rules on page 3-4.

PARIAHS

MP: 11 CC: 7 RC: 7 POW: 5 BOD: 5 BRN: 3 GUT: 9 LIF: 1 AR: 7 SIZE: M

Point Value: 112

Availability: 1 squad per force

Structure: 4-10

Equipment: Gauss blaster, warscythe

Abilities:

Fearless: A pariah cannot be knocked down.

Necron: Pariahs use the *Necron* special rules on pages 3-4.

Psychic Abomination: Any psychic or model with similar telepathic abilities must roll a Morale Test any time it is activated within 6" of a pariah.

Soulless: All models with a Guts statistic higher than 6 are considered to have a Guts of 6 while within 12" of a pariah.

SCARAB SWARMS

MP: 9 CC: 3 RC: 1 POW: 3 BOD: 3 BRN: 2 GUT: 9 LIF: 3 AR: 3 SIZE: M

Point Value: 37

Availability: Unlimited

Structure: 3-10

Options:

Advanced Deployment (+5 PV per base): Scarab swarms deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Disruption Fields (+5 PV per base): The entire squad may be equipped with disruption fields.

Abilities:

Fearless: A scarab swarm cannot be knocked down.

Melee Attacks: Scarab swarms can only make basic melee attacks, costing 1 MP per attack.

Small Targets: A scarab swarm in any kind of cover always counts as being in hard cover.

Swarm: Scarab swarms count all terrain as one category better than it actually is, except for impassable terrain (for example, Broken is considered Open).

Vulnerable to Blasts: Any weapon using a template inflicts twice its normal Damage on scarab swarms.

SCARAB SWARMS (ALTERNATIVE)

This version of scarab swarms is intended as an alternative for better integration with the *VOR* rules. Instead of considering scarabs as a swarm of little models on a single, 40-mm base, each scarab is a separate model, so to use the following statistics, you should put each scarab model on a 25-mm base of its own.

You can only use either these scarabs or the normal swarm in a game, but not both. The opposing players need to agree with the use of "separate" scarabs.

MP: 12 CC: 3 RC: 1 POW: 2 BOD: 2 BRN: 1 GUT: 9 LIF: 1 AR: 3 SIZE: S

Point Value: 11

Availability: Unlimited

Structure: 10-50

Options:

Advanced Deployment (+5 PV per model): Scarabs deploy last (after all players have placed their models) and may be deployed anywhere on the battlefield. They must be deployed at least 10 inches away from enemy models.

Disruption Fields (+2 PV per model): The entire squad may be equipped with disruption fields.

Abilities:

Fearless: A scarab cannot be knocked down.

Melee Attacks: Scarabs only make basic melee attacks, at a base MP cost of 3 MP per attack.

Small Target: A scarab in any kind of cover always counts as being in hard cover.

Vulnerable to Blasts: Scarabs have a squad coherency of 0" (zero inches)—that is, each scarab model has to stay in base-to-base contact with at least one other scarab.

TOMB SPYDERS

MP: 10 CC: 3 RC: 3 POW: 6 BOD: 6 BRN: 2 GUT: 9 LIF: 2 AR: 7 SIZE: L

Point Value: 103

Availability: Unlimited

Structure: Individual

Equipment: 2 Claws [MPC: 5, Power: 7, AM: no test, Damage: 2]

Options:

Particle Projector (+7 PV): One of the tomb spyder's claws may be replaced by the equivalent of a staff of light, reducing the claws attack to [Damage: 1]. This also changes the tomb spyder's MP cost modifier for melee attacks to -1 MP per attack, instead of -2 MP.

Abilities:

Artificier: A tomb spyder that is not in base-to-base contact with an enemy model may create a scarab swarm; it does not need to make a Test to do this, but roll 1D10 anyway. On a roll of 10, the

tomb spyder takes 1 Damage due to the energy expenditure. The swarm is placed in base-to-base contact with the tomb spyder, and must maintain squad coherency with it for the remainder of the battle. These scarab swarms are not worth any Glory Points. [MPC: 6, Uses/Turn: 1]

Artificier (Alternative): This version is for use with the *alternative* scarab statistics. If those are in use, a tomb spyder that is not in base-to-base contact with an enemy model may create one or more scarabs: every 1 MP expended creates one scarab model; the tomb spyder does not need to make a Test to do this, but roll 1D10 anyway. On a roll of 10, the tomb spyder takes 1 Damage due to the energy expenditure. The scarabs are placed in base-to-base contact with the tomb spyder, or with another scarab that is in base-to-base contact with it. The newly-created scarabs must maintain squad coherency with the tomb spyder for the remainder of the battle; this uses the scarabs' normal zero-inch coherency. These scarabs are not worth any Glory Points. [MPC: 1+, Uses/Turn: 1]

Hover: Though tomb spyders hover above the ground, for game purposes they move just like foot troops do, at the same MP costs and limitations. However, they can cross water and similar obstacles as if it were Open terrain, and additionally, a tomb spider cannot be knocked down.

Melee Attacks: The MP cost for tomb spyders to make melee attacks is modified by -2 MP per attack.

WARRIORS

MP: 10 CC: 7 RC: 7 POW: 4 BOD: 4 BRN: 2 GUT: 9 LIF: 1 AR: 7 SIZE: M

Point Value: 59

Availability: Unlimited

Structure: 10-20

Equipment: Gauss flayer

Options:

Disruption Fields (+8 PV per model): The entire squad may be equipped with disruption fields.

Abilities:

Necron: Warriors use the *Necron* special rules on pages 3-4.

Reserves: If a monolith is part of the necron force, warrior squads need not be deployed on the table at the start of the game (though they may be, if desired). For any warrior squad that is not deployed, roll 1D10 at the start of every turn except the first. On a roll of 4 or less, the unit must be deployed this turn; it will emerge from the monolith's portal, and counts as having teleported there. However, only one warrior squad may deploy from each monolith each turn; when more squads must be deployed than there are monoliths available, the player decides which squads to actually deploy (the remainder roll for deployment again next turn). If all monoliths in the battle are destroyed before all warrior squads have deployed, those undeployed warriors count as having been destroyed as well—they are therefore worth Glory Points for the necrons' opponent(s), and may even cause the necron force to phase out.

WRAITHS

MP: 10 CC: 7 RC: 7 POW: 6 BOD: 4 BRN: 6 GUT: 9 LIF: 1 AR: 7 SIZE: L

Point Value: 104

Availability: Unlimited

Structure: 1-3

Equipment: Claws [MPC: 4, Power: 8, AM: -2], barbed tail [MPC: 3, Power: 6, AM: -1]

Abilities:

Necron: Warriors use the *Necron* special rules on pages 3-4.

Phaseshift: Wraiths may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2.

Wraithflight: Wraiths consider all terrain as Open, regardless of what it actually is. They can even move through Impassable terrain, but may not end their move inside it.

NECRON ARSENAL

NECRON ARMOURY

A necron lord may select up to 100 PV worth of equipment from the armoury.

ARMOR

Phase Shifter

A model with a phase shifter may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2. Only one model in a force may have a phase shifter.

MELEE WEAPONS

Disruption Field

If a disruption field is used in a melee attack on a vehicle, it scores a critical hit on a roll of 1 as normal (p. 80, *VOR Rulebook*), but if the CC Test rolls a 2, roll the die again; if this second roll would hit the target (regardless of whether it was a critical hit or not), the attack is also considered a critical hit. Note that the target has not been hit twice if both rolls succeed—it only takes damage from a single attack.

Disruption fields have no effect on models that do not represent vehicles.

Warscythe

This weapon allows no Armor Test to be made against it **even by models that always get one!** About the only one who does get an Armor Test is Razorfang (p. 52, *Growlers Forcebook*), because his Indestructible Frame ability states he *always* gets an Armor Test against attacks.

RANGED WEAPONS

Gauss Weapons

These weapons score a critical hit on a roll of 1 as normal (p. 80, *VOR Rulebook*), but if the RC Test rolls a 2, roll the

NECRON ARMOURY

Chronometron (+5 PV)
Destroyer Body (+14 PV)
Disruption Field (+5 PV)
Gaze of Flame (+3 PV)
Lightning Field (+10 PV)
Nightmare Shroud (+6 PV)
Phase Shifter (+30 PV)
Phylactery (+50 PV)
Resurrection Orb (+30 PV)
Solar Pulse (+30 PV)
Veil of Darkness (+50 PV)

die again; if this second roll would hit the target (regardless of whether it was a critical hit or not), the attack is also considered a critical hit. Note that the target has not been hit twice if both rolls succeed—it only takes damage from a single attack.

Models that are killed by a gauss weapon are literally reduced to their component atoms, so even a named model (p. 108, *VOR Rulebook*) stands little or no chance of surviving. When checking if the model remains alive after

the battle, a roll of 1-3 indicates the model is wounded, while 4 or higher means it was killed and must be removed from the campaign roster.

Particle Whip

Against any model in the central (1") ring of the blast template, this weapons counts as [AM: no test].

Staff of Light

If desired, this weapon can indeed use its full-auto capability at point-blank range.

OTHER EQUIPMENT

Chronometron (+5 PV)

When the necron lord wants to move into base-to-base contact with an enemy model, it pays only half the normal MP cost for movement. This only applies if the controlling player announces the lord will charge, and it has sufficient MP to actually get into base-to-base contact as well as make at least one melee attack.

Destroyer Body (+14 PV)

The necron lord moves as a jetbike, and also gains +1 Body.

Gaze of Flame (+3 PV)

Any model which charges the necron lord (p. 86, *VOR Rulebook*) does not get any CC modifier for charging. Any Guts Test made by a model in base-to-base contact with the necron lord is at -1.

Lightning Field (+10 PV)

Any model which hits the necron lord in melee combat

MELEE WEAPONS

	MPC	Power	AM	PV	Notes
Disruption Field	+1	POW	0	5	
Warscythe	+3	POW+4	No test	20	Heavy

RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Gauss Flayer	4	1	S 6/— M 12/+1 L 24/—	4	0	*	1	13

HEAVY RANGED WEAPONS

	MPC	Uses/Turn	Range	Power	AM	Mode	Damage	PV
Gauss Blaster	5	1	S 6/— M 12/+1 L 24/—	5	-1	*	1	17
Gauss Cannon	6	1	S 10/— M 20/+1 L 30/—	6	-1	Full-auto, *	1	30
Gauss Flux Arc	5	1	S 6/+2 M 12/-1 L —/—	5	-1	Full-auto, *	1	21
Heavy Gauss Cannon	8	1	S 10/— M 20/+1 L 30/—	7	-2	*	2	60
Particle Whip	7	1	S 6/— M 12/+1 L 24/—	7	-1	Blast radius 3"	2	65
Staff of Light	5	1	S 6/+1 M 12/— L —/—	5	-1	Full-auto, point-blank	1	22

* See this weapon's description.

automatically takes [Power: 3, AM: no test] damage.

Nightmare Shroud (+6 PV)

Activating this device requires all non-necron models within 12" of the necron lord to immediately make a Morale Test. Only one model in a force may take a nightmare shroud. [MPC: 5, Uses/Turn: 1]

Phylactery (+50 PV)

When the necron lord's self-repair ability kicks in, instead of regenerating on 1-5 on a 1D10 roll, use the Phylactery Table to determine its effects.

PHYLACTERY TABLE

1D10	Effect
1-4	Model is removed as a casualty
5-6	Model regains 1 Lifeforce
7-8	Model regains 2 Lifeforce
9-10	Model regains 3 Lifeforce

Resurrection Orb (+30 PV)

Any necron within 6" of the necron lord, as well as the lord itself, may make Self-Repair Tests (see p. 3) even if they were destroyed by an attack that does not normally allow a Self-Repair Test to be made.

Solar Pulse (+30 PV)

When activated in a battle in which reduced visibility conditions are in effect (for example caused by rolling *Temporary Darkness* on the *Battle Terrain Table* on page 99 of the *VOR Rulebook*), then these do not apply anymore until the end of the current turn. However, in this same turn any model attacking the necron lord which used the solar pulse suffers a -2 RC modifier from the blinding flash.

Only one solar pulse may be taken per force, and each may be used only once per game. [MPC: 5, Uses/Game: 1]

Veil of Darkness (+50 PV)

By using the veil of darkness, the necron lord may teleport itself and any destroyers, flayed ones, heavy destroyers, immortals, warriors or wraiths within 6 inches of it that all belong to the same squad. (If models of different squads are within 6" of the necron lord, choose which squad will be teleported.) If any of the teleported models are in melee combat, they do not need to break away, and the enemy do not get a free attack against them.

The teleported models may be placed anywhere on the battlefield, provided they are all placed within 6" of the necron lord. [MPC: 6, Uses/Turn: 1]

C'TAN

All C'tan have the following abilities.

Availability: 1 per force (that's one C'tan per force, not one of each C'tan per force!)

Structure: Individual

Abilities:

Drain Life: When a C'tan reduces a model that represents a living being to 0 Lifeforce, the model is killed without exception. It cannot regenerate Lifeforce by any means, and a named model (p. 108, *VOR Rulebook*) is irrevocably dead—do not roll to see if it survives (p. 108, *VOR Rulebook*).

Fearless: C'tan cannot be knocked down.

Immune to Natural Law: C'tan pay 1 MP per inch of movement, regardless of the terrain they move through. They may even move through Impassable terrain, though they may not end their movement inside it.

Manifestation: A model wanting to move into base-to-base contact with a C'tan must roll a Guts Test before spending the MP necessary to move the final inch. If this test fails, the model may not move into base-to-base contact, but *has* spent the MP.

Melee Attacks: A C'tan's basic melee attacks are [**MPC:** 1, **Power:** POW, **AM:** no test].

Necrodermis: C'tan may always make an Armor Test, even against attacks which normally negate this, such as a critical hit or weapons that do not allow an Armor Test. Any attack with an Armor Modifier of -2 or greater, or attacks that do not allow an Armor Test, are considered to have an Armor Modifier of -2. A hit by an eldar wraithcannon does not cause instant death if it rolls a 1 on the Damage Test; instead, the C'tan takes 2 Damage. If a C'tan loses all its Lifeforce, the breaching of its necrodermis causes a [**Power:** 6, **AM:** no test, **Mode:** blast radius 1D6"] explosion.

THE DECEIVER

MP: 12 **CC:** 8 **RC:** 5 **POW:** 9 **BOD:** 8 **BRN:** 5 **GUT:** 9 **LIF:** 5 **AR:** 5 **SIZE:** L

Point Value: 201

Abilities:

Deceive: This ability can be used against any unit that has at least one model within 24" and line of sight of the Deceiver; it cannot be used against vehicles. The unit must immediately make either a Morale Test or a Knockdown Test for each of its members (as decided by the player controlling the Deceiver).

Dread: This ability can be used against any unit that has at least one model within 24" and line of sight of the Deceiver; it cannot be used against vehicles. Any models of the unit that are engaged in melee combat must roll a Guts Test; each model that fails this Test gets a -3 modifier to its CC until the end of its next activation.

Grand Illusion: At the beginning of the game, after all players have deployed their units but before the first turn, the player controlling the Deceiver may choose a single squad in his or her own force and deploy it somewhere else (but must conform to the deployment rules). Then roll 1D10; on a roll of 1-5, another squad may be chosen and re-deployed. Keep doing this until the die rolls higher than 5.

Misdirect: The Deceiver may dodge any melee attacks directed at it (p. 87, *VOR Rulebook*)

THE NIGHTBRINGER

MP: 12 **CC:** 9 **RC:** 7 **POW:** 10 **BOD:** 8 **BRN:** 4 **GUT:** 9 **LIF:** 5 **AR:** 5 **SIZE:** L

Point Value: 298

Abilities:

Etheric Tempest: When this ability is used, all non-vehicle models within 6" of the Nightbringer must roll a Strength Test. If this fails, the model is moved directly away from the Nightbringer, in a straight line for a number of inches equal to the amount by which the Strength Test was failed, plus 1D10 inches. If the model hits a solid obstacle before moving this distance, it counts as having fallen from a height equal to the distance it was blown away (p. 79, *VOR Rulebook*).

Gaze of Death: This attack has a range of 0 inches—that is, the blast template is always centered on the Nightbringer. [**MPC:** 4, **Uses/Turn:** 1, **Power:** 4, **AM:** no test, **Mode:** blast radius 3"]

Lightning Arc: [**MPC:** 10, **Uses/Turn:** 1, **Range:** S 6/+1, M 12/—, L 24/-1, **Power:** 9, **AM:** -2]

FORCE TRAITS

The following Force Traits may be purchased by any *non-necron* force that has fought against necrons at least once during the current campaign. Their cost in Campaign Points (CP) is shown after the Force Traits' names.

Intuitive (10 CP)

At the start of the game, after all players have placed their troops on the battlefield, determine if any necron squad deployed using the *Advanced Deployment* ability. If this is the case, any enemy squads within 2D10 inches of the necron squad, who belong to a force with the Intuitive Force Trait, may have each of their models make a single, free attack against the necrons as if the non-necron squad had held their actions.

Robot-Hunters (8 CP)

Whenever a necron is wounded in melee combat by a member of a force that has the Robot-Hunters Force Trait, the necron may not use its *We'll Be Back* ability (p. 3) unless a resurrection orb is within 6" of the damaged necron.

NECRON TOMB WORLD BATTLE TERRAIN TABLE

See pages 97-98 of the *VOR Rulebook* for guidelines on how to use the following table, and also page 78 for rules on the effects of terrain on movement. Refer to page 61 of *Codex: Necrons* for information such as the main features that should be present on the battlefield of a tomb world; *VOR* game rules are given below only where needed. If no real change to the battle terrain is needed, there will be no text following the header at all.

Unless otherwise indicated, all terrain pieces should be placed in random locations (see *Determining a Random Spot on the Board*, p. 98, *VOR Rulebook*).

01-05 ABYSS

Foot troops crossing the walkway have to roll a POW Test; if they fail, they fall in and are removed from the game. They are not worth Glory Points to any player.

06-08 ADEPTUS MECHANICUS RESEARCH POST

09-17 DRIED RIVER BED

This is placed like a river, as explained on page 17 of *Warhammer 40,000 to VOR Basics*. The edges are considered Broken terrain, and models within 1" of an edge and within the river bed are considered to be in hard cover.

18-28 LARGE TOMB STRUCTURE

29-39 MESA

The whole of the mesa's sides can be climbed, although they are considered Hazardous terrain to models climbing up or down them. If a ladder or staircase is present, this is normal terrain for climbing purposes (p. 78, *VOR Rulebook*).

40-48 OBELISKS OR COLUMNS

49-53 POWER CONDUIT

Any model that ends its activation within 6" of a power conduit takes a [Power: 2, AM: 0] hit immediately.

54-67 ROCKY GROUND

This is Broken terrain.

68-83 RUINED TOMB STRUCTURE

To vehicles only, the ruins are Broken terrain. Any model inside the ruins counts as being in hard cover.

84-86 SANDSTORM

At the start of each turn, roll 1D10. On a roll of 9 or 10, a sandstorm sweeps across the battlefield, adding +1 MP to the movement cost of all terrain. Attacks beyond 12" range have a -3 RC penalty applied to them.

87-00 TOMB ENTRANCE