

Slann / Necrons



ARMY CARDS

- @ Combine barrage points from all battery

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

- #Refer to table to compute to-hit:

- Army indication is between parenthesis for optional units.
- PD is point defence (15cm 1D 6+ (0), 360°, always on First Fire)
- Templates are:

- * SB: Standard Barrage, 6cm diameter circle.
- * LB: Large Barrage, 12cm diameter circle.
- * ST: Small Teardrop, 5cm diameter circle ending a 10 cm long triangle.
- * LT: Large Teardrop, 6cm diameter circle ending a 25 cm long triangle.

Necron cards break point: "10 (15)" where the value between parenthesis indicates the phase out value.

True Slann List

True Slann Gravguard Company

True Slann

Command Vanguard

Gravguard Detachment

5 Gravguard Battlesuit Stands

Gravguard Detachment

5 Gravguard Battlesuit Stands

Gravguard Detachment

5 Gravguard Battlesuit Stands



Cost: 900

Vanguard Battlesuit *Infantry (1)*

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

Jump Pack, 4+ Psychic Save

Gravguard Battlesuit *Infantry (1)*

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

Jump Pack

Break: 8 Morale: 2

Victory points: 9

True Slann Tadpole Light Mech Pod

True Slann

Vanguard Tadpole

Tadpole Detachment

3 Tadpole Light Mechs

Tadpole Detachment

3 Tadpole Light Mechs



Cost: 700

Vanguard Tadpole *Knight (4)*

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

Command, HQ, Special, * Ignores Cover, Warp Jump, Warp Displacement Field

Tadpole Mech *Knight (4)*

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

* Ignores Cover, Warp Jump, Warp Displacement Field

Break: 4 Morale: 1

Victory points: 7

True Slann Spawnguard Company

True Slann

Command Vanguard

Spawnguard Detachment

5 Spawnguard Battlesuit Stands

Spawnguard Detachment

5 Spawnguard Battlesuit Stands

Spawnguard Detachment

5 Spawnguard Battlesuit Stands



Cost: 750

Vanguard Battlesuit *Infantry (1)*

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

Jump Pack, 4+ Psychic Save

Spawnguard Battlesuit *Infantry (1)*

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

Jump Pack

Break: 8 Morale: 2

Victory points: 8

True Slann Frog Medium Mech Pod

True Slann

Vanguard Frog

Frog Detachment

3 Frog Medium Mechs

Frog Detachment

3 Frog Medium Mechs



Cost: 900

Vanguard Frog *Knight (4)*

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

Command, HQ, Special, Warp Jump, Warp Displacement Field

Frog Mech *Knight (4)*

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

Warp Jump, Warp Displacement Field

Break: 4 Morale: 1

Victory points: 9

Great Magus

True Slann

Great Mage stand



Gold

Cost: 150

Great Mage Battlesuit

Infantry (1)

Move: 15 cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Heavy Minigun	25cm	2d 5+ (-1)
Missiles	50cm	2d 5+ (-2)

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

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

Break: Model Morale: -

Victory points: 2

Mage in Frog

True Slann

Great Mage in Frog Mech



Gold

Cost: 250

Great Mage in Frog

Infantry (1)

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

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

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

Break: Model Morale: -

Victory points: 3

Mage in Tadpole

True Slann

Great Mage in Tadpole Mech



Gold

Cost: 200

Great Mage in Tadpole

Infantry (1)

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

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

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

Break: Model Morale: -

Victory points: 2

Mage in Bullfrog

True Slann

Great Mage in Bullfrog Mech



Gold

Cost: 300

Great Mage in Bullfrog

Infantry (1)

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

* RoF ½, Warp Displacement Field, Command, Fearless, HQ, Warp Jump, Psyker, always pass Morale tests, +1 to Initiative roll once per game, Warp Jump without LoS, Warp Jump without deviation when moving less than 40cm,+2 to Warp Jump roll, grant +2 to one detachments Warp Jump roll within 25cm per turn

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

Break: Model Morale: -

Victory points: 3

Time Mage

True Slann

Time Mage Mech



Gold

Cost: 300

Time Mage Mech

Infantry (1)

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

*Special, Warp Jump, Command, HQ, Psyker

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

The Time Mage is also frozen and can't even shut down the stasis until all targets have escaped. Shots on frozen units (including Time Mage) are delayed (Record the number and TSM of the hits).

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

Break: Model Morale: -

Victory points: 3

Dragonking Assault Titan

True Slann

Dragonking



Gold

Cost: 2500

Dragonking

Titan (5)

Move: 10 cm	Save: Card	CAF: +18
Weapon	Range	Shoot
Dragon's Breath	100cm	8LB 3+ (-4)
Dragon's Breath	100cm	8LB 3+ (-4)
Plasma Burner **	25cm	4d 5+ (0)
Striking Asp (left)	50cm	4d 4+ (0)
Striking Asp (right)	50cm	4d 4+ (0)
King Cobra Blaster	50cm	6d 4+ (-3)

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

Break: Model Morale: -

Victory points: 25

Vanguard Battlesuits

True Slann

5 Vanguard Stands



Gold

Cost: 400

Vanguard Battlesuit

Infantry (1)

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

Jump Pack, 4+ Psychic Save

Break: 3 Morale: -

Victory points: 4

Komodo Titan

True Slann

Komodo



Gold

Cost: 1500

Komodo

Titan (5)

Move: 10 cm	Save: Card	CAF: +14
Weapon	Range	Shoot
Lizard's Breath	100cm	8SB 3+ (-2)
Lizard's Tongue	20cm	LT 3+ (-6)
Plasma Burner **	25cm	4d 5+ (0)
Striking Asp (left)	50cm	4d 4+ (0)
Striking Asp (right)	50cm	4d 4+ (0)
Coyley Python	50cm	4d 4+ (-3)

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

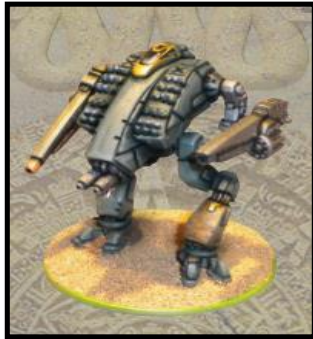
Break: Model Morale: -

Victory points: 15

Razorfang Combat Titan

True Slann

Razorfang



Cost: 1000

Razorfang Titan (5)

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

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

Break: Model Morale: -
Victory points: 10

Tadpole Detachment

True Slann

3 Tadpole Light Mechs

Cost: 300

Tadpole Mech Knight (4)

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

* Ignores Cover, Warp Jump, Warp Displacement Field

Break: 3 Morale: 2
Victory points: 3

Frog Detachment

True Slann

3 Frog Medium Mechs

Cost: 400

Tadpole Mech Knight (4)

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

* Ignores Cover, Warp Jump, Warp Displacement Field

Break: 2 Morale: 1
Victory points: 4

Gravguard Detachment

True Slann

5 Gravguard Battlesuit Stands

Cost: 350

Gravguard Battlesuit Infantry (1)

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

Jump Pack

Break: 3 Morale: 2
Victory points: 4

Bullfrog Detachment

True Slann

3 Bullfrog Heavy Mechs

Cost: 500

Bullfrog Mech Knight (4)

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

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

Break: 2 Morale: 1
Victory points: 5

Spawnguard Detachment

True Slann

5 Spawnguard Battlesuit Stands

Cost: 250

Spawnguard Battlesuit Infantry (1)

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

Jump Pack

Break: 3 Morale: 2
Victory points: 3

Poison Dart Frog Mech

True Slann

1 Poison Dart Frog Mech

Cost: 200

Bullfrog Mech Knight (4)

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

Warp Jump, Warp Displacement Field, AA, Special

Break: 1 Morale: 1
Victory points: 2

Exodus Slann List

Spawnband

Exodus Slann

Warchief stand
Command Newt

Warrior Detachment
5 Warrior stands

Warrior Detachment
5 Warrior stands

Warrior Detachment
5 Warrior stands

Gold **Cost: 500**

Warchief *Infantry (1)*

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

Command, HQ, Ignores Cover

Warrior *Infantry (1)*

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

Newt *Vehicle (3)*

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

Transport 2

Break: 9 Morale: 3
Victory points: 6

Raiders

Exodus Slann

Mounted Warchief stand

Cold One Rider Squad
5 Cold One Rider stands

Raptor Rider Squad
5 Raptor Rider stands

Raptor Rider Squad
5 Raptor Rider stands

Gold **Cost: 650**

Mounted Warchief *Cavalry (2)*

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

Command, HQ

Exodus Cold One Rider *Cavalry (2)*

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

Exodus Raptor Rider *Cavalry (2)*

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

Break: 8 Morale: 3
Victory points: 7

Berserkers

Exodus Slann

Warchief stand
Command Newt

Exodus Warp Walker Detachment
5 Warp Walker stands

Exodus Warp Walker Detachment
5 Warp Walker stands

Exodus Warp Walker Detachment
5 Warp Walker stands

Gold **Cost: 650**

Warchief *Infantry (1)*

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

Command, HQ, Ignores Cover

Warp Walker *Infantry (1)*

Move: >40 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Boltcaster	25cm	1d 5+ (0)

Warp Jump

Newt *Vehicle (3)*

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

Transport 2

Break: 9 Morale: 3
Victory points: 7

Mechanized Company

Exodus Slann

Warchief stand
Command Newt

Exodus Mechanized Detachment
6 Warrior stands
3 Newt APCs

Exodus Mechanized Detachment
6 Warrior stands
3 Newt APCs

Exodus Gecko Squadron
3 Geckos

Gold **Cost: 800**

Warchief *Infantry (1)*

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

Command, HQ, Ignores Cover

Warrior *Infantry (1)*

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

Newt *Vehicle (3)*

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

Transport 2

Gecko *Vehicle (3)*

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

Break: 12 Morale: 3
Victory points: 8

Tank Company

Exodus Slann

Warchief stand
Command Newt

Exodus Frog Squadron

3 Frog MBTs

Exodus Frog Squadron

3 Frog MBTs

Exodus Frog Squadron

3 Frog MBTs

Gold

Cost: 900

Warchief Infantry (1)

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

Command, HQ, Ignores Cover

Newt Vehicle (3)

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

Transport 2

Frog Vehicle (3)

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

Break: 6 Morale: 3

Victory points: 9

Stalker Horde

Exodus Slann

Warchief stand

8 Exodus Stalkers



Gold

Cost: 700

Warchief Infantry (1)

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

Command, HQ, Ignores Cover

Stalker Walker (2)

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

Stealth, * Ignores Cover

Break: 5 Morale: 3

Victory points: 7

Mage Chief

Exodus Slann

Mage Chief stand
Command Newt

There may only be one Mage Chief per 3000 points



Gold

Cost: 150

Great Mage Battlesuit Infantry (1)

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

Command, HQ, Psyker, Ignores Cover, Special

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

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

3) **The Glory of Huanchi:** Place two 3cm templates within 30cm and LoS, they represent the two ends of a Warp Gate and are considered adjacent for Infantry. Last D3turns (Mage Chief may not use other powers).

Newt Vehicle (3)

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

Transport 2

Break: Model Morale: -

Victory points: 2

Stagadon

Exodus Slann

Stagadon

There may only be one Stagadon per 3000 points



Gold

Cost: 300

Stagadon Praetorian (5)

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

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

Break: Model Morale: 2

Victory points: 3

<p>Ghost Warrior Detachment</p> <p><i>Exodus Slann</i></p> <p>5 Ghost Warrior stands</p> <p><i>There may only be one Ghost Detachment per Company Card</i></p> <p>Gold Cost: 300</p>	<p>Ghost Warrior <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: 5+f</td><td>CAF: +1</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Heavy Conversion B.</td><td>75cm</td><td>2d 5+ (-D3)</td></tr> </table> <p><i>Special</i></p> <p>Break: 3 Morale: 3</p> <p>Victory points: 3</p>	Move: 10 cm	Save: 5+f	CAF: +1	Weapon	Range	Shoot	Heavy Conversion B.	75cm	2d 5+ (-D3)									
Move: 10 cm	Save: 5+f	CAF: +1																	
Weapon	Range	Shoot																	
Heavy Conversion B.	75cm	2d 5+ (-D3)																	
<p>Warp Walker Detachment</p> <p><i>Exodus Slann</i></p> <p>5 Warp Walker stands</p> <p>Gold Cost: 300</p>	<p>Warp Walker <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move: >40 cm</td><td>Save: 6+</td><td>CAF: +4</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Boltcaster</td><td>25cm</td><td>1d 5+ (0)</td></tr> </table> <p><i>Warp Jump</i></p> <p>Break: 3 Morale: 3</p> <p>Victory points: 2</p>	Move: >40 cm	Save: 6+	CAF: +4	Weapon	Range	Shoot	Boltcaster	25cm	1d 5+ (0)									
Move: >40 cm	Save: 6+	CAF: +4																	
Weapon	Range	Shoot																	
Boltcaster	25cm	1d 5+ (0)																	
<p>Warrior Detachment</p> <p><i>Exodus Slann</i></p> <p>5 Warrior stands</p> <p>Gold Cost: 300</p>	<p>Warrior <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: 6+</td><td>CAF: +2</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Boltcaster Rifle</td><td>50cm</td><td>1d 5+ (0)</td></tr> </table> <p>Break: 3 Morale: 3</p> <p>Victory points: 2</p>	Move: 10 cm	Save: 6+	CAF: +2	Weapon	Range	Shoot	Boltcaster Rifle	50cm	1d 5+ (0)									
Move: 10 cm	Save: 6+	CAF: +2																	
Weapon	Range	Shoot																	
Boltcaster Rifle	50cm	1d 5+ (0)																	
<p>Mechanized Detachment</p> <p><i>Exodus Slann</i></p> <p>6 Warrior stands 3 Newt APCs</p> <p>Gold Cost: 300</p>	<p>Warrior <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: 6+</td><td>CAF: +2</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Boltcaster Rifle</td><td>50cm</td><td>1d 5+ (0)</td></tr> </table> <p>Newt <i>Vehicle (3)</i></p> <table border="1"> <tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Heavy Boltcaster</td><td>25cm</td><td>2d 5+ (-1)</td></tr> </table> <p><i>Transport 2</i></p> <p>Break: 5 Morale: 3</p> <p>Victory points: 3</p>	Move: 10 cm	Save: 6+	CAF: +2	Weapon	Range	Shoot	Boltcaster Rifle	50cm	1d 5+ (0)	Move: 20 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Heavy Boltcaster	25cm	2d 5+ (-1)
Move: 10 cm	Save: 6+	CAF: +2																	
Weapon	Range	Shoot																	
Boltcaster Rifle	50cm	1d 5+ (0)																	
Move: 20 cm	Save: 4+	CAF: +0																	
Weapon	Range	Shoot																	
Heavy Boltcaster	25cm	2d 5+ (-1)																	

<p>Cold One Rider Squad</p> <p><i>Exodus Slann</i></p> <p>5 Cold One Rider stands</p> <p>Gold Cost: 175</p>	<p>Exodus Cold One Rider <i>Cavalry (2)</i></p> <table border="1"> <tr><td>Move: 25 cm</td><td>Save: -</td><td>CAF: +3</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Lightning Lance</td><td>25cm</td><td>1d 4+ (-1)</td></tr> </table> <p>Break: 3 Morale: 2</p> <p>Victory points: 2</p>	Move: 25 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Lightning Lance	25cm	1d 4+ (-1)			
Move: 25 cm	Save: -	CAF: +3											
Weapon	Range	Shoot											
Lightning Lance	25cm	1d 4+ (-1)											
<p>Raptor Rider Squad</p> <p><i>Exodus Slann</i></p> <p>5 Raptor Rider stands</p> <p>Gold Cost: 250</p>	<p>Exodus Raptor Rider <i>Cavalry (2)</i></p> <table border="1"> <tr><td>Move: 20 cm</td><td>Save: -</td><td>CAF: +1</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Multi Boltcaster</td><td>25cm</td><td>3d 5+ (-1)</td></tr> </table> <p>Break: 3 Morale: 2</p> <p>Victory points: 3</p>	Move: 20 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Multi Boltcaster	25cm	3d 5+ (-1)			
Move: 20 cm	Save: -	CAF: +1											
Weapon	Range	Shoot											
Multi Boltcaster	25cm	3d 5+ (-1)											
<p>Stalker Squad</p> <p><i>Exodus Slann</i></p> <p>3 Stalkers</p> <p>Gold Cost: 200</p>	<p>Stalker <i>Walker (2)</i></p> <table border="1"> <tr><td>Move: 25 cm</td><td>Save: -</td><td>CAF: +1</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Boltcaster Cannon</td><td>75cm</td><td>1d 4+ (-1)</td></tr> <tr><td>Plasma Burner *</td><td>25cm</td><td>3d 5+ (0)</td></tr> </table> <p><i>Stealth, * Ignores Cover</i></p> <p>Break: 2 Morale: 3</p> <p>Victory points: 2</p>	Move: 25 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Boltcaster Cannon	75cm	1d 4+ (-1)	Plasma Burner *	25cm	3d 5+ (0)
Move: 25 cm	Save: -	CAF: +1											
Weapon	Range	Shoot											
Boltcaster Cannon	75cm	1d 4+ (-1)											
Plasma Burner *	25cm	3d 5+ (0)											
<p>Frog Squadron</p> <p><i>Exodus Slann</i></p> <p>3 Frogs</p> <p>Gold Cost: 300</p>	<p>Frog <i>Vehicle (3)</i></p> <table border="1"> <tr><td>Move: 20 cm</td><td>Save: 3+/5+f</td><td>CAF: +2</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Plasma Cannon</td><td>75cm</td><td>1d 4+ (-3)</td></tr> <tr><td>Heavy Minigun</td><td>25cm</td><td>2d 5+ (-1)</td></tr> </table> <p>Break: 2 Morale: 2</p> <p>Victory points: 3</p>	Move: 20 cm	Save: 3+/5+f	CAF: +2	Weapon	Range	Shoot	Plasma Cannon	75cm	1d 4+ (-3)	Heavy Minigun	25cm	2d 5+ (-1)
Move: 20 cm	Save: 3+/5+f	CAF: +2											
Weapon	Range	Shoot											
Plasma Cannon	75cm	1d 4+ (-3)											
Heavy Minigun	25cm	2d 5+ (-1)											

<p style="text-align: center;">Gecko Squadron</p> <p style="text-align: center;"><i>Exodus Slann</i></p> <p style="text-align: center;">3 Geckos</p> <p><small>Gold</small> Cost: 300</p>	<p>Gecko <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move: 20 cm</td> <td>Save: 3+</td> <td>CAF: +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Boltcaster Cannon</td> <td>50cm</td> <td>1d 4+ (-2)</td> </tr> <tr> <td>Heavy Boltcaster</td> <td>25cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p style="text-align: center;"><i>Break: 2</i> <i>Morale: 2</i></p> <p style="text-align: center;">Victory points: 2</p>	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Boltcaster Cannon	50cm	1d 4+ (-2)	Heavy Boltcaster	25cm	2d 5+ (-1)
Move: 20 cm	Save: 3+	CAF: +2											
Weapon	Range	Shoot											
Boltcaster Cannon	50cm	1d 4+ (-2)											
Heavy Boltcaster	25cm	2d 5+ (-1)											
<p style="text-align: center;">Mantis Squadron</p> <p style="text-align: center;"><i>Exodus Slann</i></p> <p style="text-align: center;">3 Mantis APCs</p> <p><small>Gold</small> Cost: 150</p>	<p>Mantis <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move: 25 cm</td> <td>Save: 4+</td> <td>CAF: +1</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Twin Heavy Boltcaster</td> <td>25cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p><i>Transport 2, Special</i></p> <p style="text-align: center;"><i>Break: 2</i> <i>Morale: 2</i></p> <p style="text-align: center;">Victory points: 2</p>	Move: 25 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Twin Heavy Boltcaster	25cm	2d 5+ (-1)			
Move: 25 cm	Save: 4+	CAF: +1											
Weapon	Range	Shoot											
Twin Heavy Boltcaster	25cm	2d 5+ (-1)											
<p style="text-align: center;">Newt Squadron</p> <p style="text-align: center;"><i>Exodus Slann</i></p> <p style="text-align: center;">3 Newts</p> <p><small>Gold</small> Cost: 100</p>	<p>Newt <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move: 20 cm</td> <td>Save: 4+</td> <td>CAF: +0</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Heavy Boltcaster</td> <td>25cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p><i>Transport 2</i></p> <p style="text-align: center;"><i>Break: 2</i> <i>Morale: 2</i></p> <p style="text-align: center;">Victory points: 1</p>	Move: 20 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Heavy Boltcaster	25cm	2d 5+ (-1)			
Move: 20 cm	Save: 4+	CAF: +0											
Weapon	Range	Shoot											
Heavy Boltcaster	25cm	2d 5+ (-1)											
<p style="text-align: center;">Tiger Moth AA Battery</p> <p style="text-align: center;"><i>Exodus Slann</i></p> <p style="text-align: center;">3 Tiger Moths</p> <p><small>Gold</small> Cost: 250</p>	<p>Tiger Moth <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move: 20 cm</td> <td>Save: 5+</td> <td>CAF: +0</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Gun Missile defense t.</td> <td>75cm</td> <td>2d 5+ (-2)</td> </tr> </table> <p><i>AA, Quickdraw</i></p> <p style="text-align: center;"><i>Break: 2</i> <i>Morale: 2</i></p> <p style="text-align: center;">Victory points: 3</p>	Move: 20 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Gun Missile defense t.	75cm	2d 5+ (-2)			
Move: 20 cm	Save: 5+	CAF: +0											
Weapon	Range	Shoot											
Gun Missile defense t.	75cm	2d 5+ (-2)											

<p style="text-align: center;">Salamander Battery</p> <p style="text-align: center;"><i>Exodus Slann</i></p> <p style="text-align: center;">3 Salamanders</p> <p><small>Gold</small> Cost: 150</p>	<p>Newt <i>Vehicle (3)</i></p> <table border="1"> <tr> <td>Move: 25 cm</td> <td>Save: 5+</td> <td>CAF: +0</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Neuro-Disruptor Miss.</td> <td>75cm</td> <td>1d 5+ -</td> </tr> </table> <p><i>RoF ½, Special</i></p> <p style="text-align: center;"><i>Break: 2</i> <i>Morale: 2</i></p> <p style="text-align: center;">Victory points: 2</p>	Move: 25 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Neuro-Disruptor Miss.	75cm	1d 5+ -
Move: 25 cm	Save: 5+	CAF: +0								
Weapon	Range	Shoot								
Neuro-Disruptor Miss.	75cm	1d 5+ -								

Dracon List

Dracon Regulators

Dracon

2 Dracon Temple Guard stands

Kroxigor Detachment

5 Kroxigor stands

Saurus Regular Detachment

5 Saurus stands

Saurus Regular Detachment

5 Saurus stands

Saurus Regular Detachment

5 Saurus stands

Gold

Cost: 700

Saurus Temple Guard

Infantry (1)

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

Command, HQ

Kroxigor

Infantry (1)

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

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

Saurus Regular

Infantry (1)

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

Break: 11 Morale: 3

Victory points: 7

Dracon Skirmishers

Dracon

Skink Scout Detachment

Great Crested Skink stand
4 Skink stands

Skink Scout Detachment

Great Crested Skink stand
4 Skink stands

Skink Scout Detachment

Great Crested Skink stand
4 Skink stands

Skink Scout Detachment

Great Crested Skink stand
4 Skink stands

Gold

Cost: 550

Great Crested Skink

Infantry (1)

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

HQ, Infiltration, Sniper, Stealth

Skink Scout

Infantry (1)

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

Infiltration, Sniper, Stealth

Break: 10 Morale: 4

Victory points: 6

Dracon Support

Dracon

2 Dracon Temple Guard stands

Kroxigor Detachment

5 Kroxigor stands

Kroxigor Detachment

5 Kroxigor stands

Saurus Heavy Detachment

5 Saurus Heavy support stands

Saurus Heavy Detachment

5 Saurus Heavy support stands

Gold

Cost: 750

Saurus Temple Guard

Infantry (1)

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

Command, HQ

Kroxigor

Infantry (1)

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

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

Saurus Heavy

Infantry (1)

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

Break: 11 Morale: 3

Victory points: 8

Dracon Raiders

Dracon

2 Dracon Temple Guard stands

Cold One Rider Squad

5 Cold One Rider stands

Cold One Rider Squad

5 Cold One Rider stands

Raptor Rider Squad

5 Raptor Rider stands

Raptor Rider Squad

5 Raptor Rider stands

Gold

Cost: 700

Saurus Temple Guard

Infantry (1)

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

Command, HQ

Dracon Cold One Rider

Cavalry (2)

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

Dracon Raptor Rider

Cavalry (2)

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

Break: 11 Morale: 3

Victory points: 7

Megadon Herd

Dracon

3 Megadon



Gold

Cost: 800

Megadon Superheavy (4)

Move: 10cm	Save: 1+	CAF: +10
Weapon	Range	Shoot
Heavy Conversion B.	75cm	3d 5+ (-D3)
Boltcaster Cannons	75cm	4d 4+ (-1)
Flamers *	ST	- 4+ (0)

Bloodlust, PD(6), * ignores cover

Break: Each Morale: 2

Victory points: 3

Dracon Temple Guard

Dracon

2 Dracon Temple Guard stands



Gold

Cost: 50

Saurus Temple Guard Infantry (1)

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

Command, HQ

Break: 2 Morale: 2

Victory points: 1

Dracon Shaman

Dracon

Dracon Shaman
Dracon Temple Guard stand



Gold

Cost: 100

Dracon Shaman Infantry (1)

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

Command, HQ, Psyker

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

Saurus Temple Guard Infantry (1)

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

Command, HQ

Break: Shaman Morale: 2

Victory points: 1

Stagadon

Dracon

Stagadon

There may only be one Stagadon per 3000 points



Gold

Cost: 300

Stagadon Praetorian (5)

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

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

Break: Model Morale: 2

Victory points: 3

<p>Kroxigor Detachment</p> <p><i>Dracon</i></p> <p>5 Kroxigor stands</p> <p>Cost: 200</p>	<p>Kroxigor <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: 5+f</td><td>CAF: +6</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Warp Claws</td><td>-</td><td>-</td></tr> </table> <p>+2 CAF and Ethereal Psychic Attack against Daemons, immune to Ethereal Psychic Attack</p> <p>Break: 3 Morale: 3</p> <p>Victory points: 2</p>	Move: 10 cm	Save: 5+f	CAF: +6	Weapon	Range	Shoot	Warp Claws	-	-									
Move: 10 cm	Save: 5+f	CAF: +6																	
Weapon	Range	Shoot																	
Warp Claws	-	-																	
<p>Saurus Regular Detachment</p> <p><i>Dracon</i></p> <p>5 Saurus stands</p> <p>Cost: 150</p>	<p>Saurus Regular <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +1</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Boltcaster Rifle</td><td>50cm</td><td>1d 5+ (0)</td></tr> </table> <p>Break: 3 Morale: 3</p> <p>Victory points: 2</p>	Move: 10 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Boltcaster Rifle	50cm	1d 5+ (0)									
Move: 10 cm	Save: -	CAF: +1																	
Weapon	Range	Shoot																	
Boltcaster Rifle	50cm	1d 5+ (0)																	
<p>Saurus Heavy Detachment</p> <p><i>Dracon</i></p> <p>5 Saurus Heavy support stands</p> <p>Cost: 250</p>	<p>Saurus Heavy <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Conversion Beamer</td><td>50cm</td><td>2d 5+ (-D3)</td></tr> </table> <p>Break: 3 Morale: 3</p> <p>Victory points: 3</p>	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Conversion Beamer	50cm	2d 5+ (-D3)									
Move: 10 cm	Save: -	CAF: +0																	
Weapon	Range	Shoot																	
Conversion Beamer	50cm	2d 5+ (-D3)																	
<p>Skink Scout Detachment</p> <p><i>Dracon</i></p> <p>Great Crested Skink stand 4 Skink stands</p> <p>Cost: 150</p>	<p>Great Crested Skink <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: 6+</td><td>CAF: +1</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Boltcaster Sniper Rifle</td><td>50cm</td><td>1d 4+ (0)</td></tr> </table> <p>HQ, Infiltration, Sniper, Stealth</p> <p>Skink Scout <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +1</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Boltcaster Sniper Rifle</td><td>50cm</td><td>1d 4+ (0)</td></tr> </table> <p>Infiltration, Sniper, Stealth</p> <p>Break: 3 Morale: 4</p> <p>Victory points: 2</p>	Move: 10 cm	Save: 6+	CAF: +1	Weapon	Range	Shoot	Boltcaster Sniper Rifle	50cm	1d 4+ (0)	Move: 10 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Boltcaster Sniper Rifle	50cm	1d 4+ (0)
Move: 10 cm	Save: 6+	CAF: +1																	
Weapon	Range	Shoot																	
Boltcaster Sniper Rifle	50cm	1d 4+ (0)																	
Move: 10 cm	Save: -	CAF: +1																	
Weapon	Range	Shoot																	
Boltcaster Sniper Rifle	50cm	1d 4+ (0)																	

<p>Dracon Cold One Rider Squad</p> <p><i>Dracon</i></p> <p>5 Cold One Rider stands</p> <p>Cost: 150</p>	<p>Dracon Raptor Rider Squad</p> <p><i>Dracon</i></p> <p>5 Raptor Rider stands</p> <p>Cost: 250</p>
<p>Dracon Salamanders</p> <p><i>Dracon</i></p> <p>3 Salamander</p> <p>Cost: 150</p>	<p>Monitor</p> <p><i>Dracon</i></p> <p>Monitor Lizard</p> <p>Cost: 50</p>

<p>Dracon Cold One Rider <i>Cavalry (2)</i></p> <table border="1"> <tr><td>Move: 25 cm</td><td>Save: -</td><td>CAF: +4</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Long Rifle</td><td>25cm</td><td>1d 4+ (0)</td></tr> </table> <p>Break: 3 Morale: 3</p> <p>Victory points: 2</p>	Move: 25 cm	Save: -	CAF: +4	Weapon	Range	Shoot	Long Rifle	25cm	1d 4+ (0)	<p>Dracon Raptor Rider <i>Cavalry (2)</i></p> <table border="1"> <tr><td>Move: 20 cm</td><td>Save: -</td><td>CAF: +2</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Boltcaster</td><td>25cm</td><td>2d 5+ (-1)</td></tr> </table> <p>Break: 3 Morale: 3</p> <p>Victory points: 3</p>	Move: 20 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Boltcaster	25cm	2d 5+ (-1)
Move: 25 cm	Save: -	CAF: +4																	
Weapon	Range	Shoot																	
Long Rifle	25cm	1d 4+ (0)																	
Move: 20 cm	Save: -	CAF: +2																	
Weapon	Range	Shoot																	
Boltcaster	25cm	2d 5+ (-1)																	
<p>Dracon Salamander <i>Walker (2)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: 5+</td><td>CAF: +0</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Fire Breath</td><td>LT</td><td>- 4+ (0)</td></tr> </table> <p>Ignores Cover</p> <p>Break: 2 Morale: 3</p> <p>Victory points: 2</p>	Move: 10 cm	Save: 5+	CAF: +0	Weapon	Range	Shoot	Fire Breath	LT	- 4+ (0)	<p>Monitor <i>Walker (2)</i></p> <table border="1"> <tr><td>Move: 10 cm</td><td>Save: 1+</td><td>CAF: +7</td></tr> <tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr> <tr><td>Poison Stream</td><td>10cm</td><td>1d 4+ (-2)</td></tr> </table> <p>Break: Model Morale: 3</p> <p>Victory points: 1</p>	Move: 10 cm	Save: 1+	CAF: +7	Weapon	Range	Shoot	Poison Stream	10cm	1d 4+ (-2)
Move: 10 cm	Save: 5+	CAF: +0																	
Weapon	Range	Shoot																	
Fire Breath	LT	- 4+ (0)																	
Move: 10 cm	Save: 1+	CAF: +7																	
Weapon	Range	Shoot																	
Poison Stream	10cm	1d 4+ (-2)																	

<p style="text-align: center;">Taradon Rider Squad</p> <p style="text-align: center;"><i>Dracon</i></p> <p style="text-align: center;">5 Taradon Rider stands</p> <p><small>Gold</small> Cost: 200</p>	<p>Taradon Rider <i>Flier (3)</i></p> <table border="1"> <tr> <td>Move: 30 cm</td> <td>Save: -</td> <td>CAF: +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Boltcaster</td> <td>25cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>Floater</i></p> <p style="text-align: center;"><i>Break: 3</i> <i>Morale: 2</i></p> <p style="text-align: center;">Victory points: 2</p>	Move: 30 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Boltcaster	25cm	1d 5+ (0)						
Move: 30 cm	Save: -	CAF: +3														
Weapon	Range	Shoot														
Boltcaster	25cm	1d 5+ (0)														
<p style="text-align: center;">Carnosaur</p> <p style="text-align: center;"><i>Dracon</i></p> <p style="text-align: center;">Carnosaur</p> <p><small>Gold</small> Cost: 200</p>	<p>Carnosaur <i>Superheavy (4)</i></p> <table border="1"> <tr> <td>Move: 20 cm</td> <td>Save: 1+</td> <td>CAF: +12</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Boltcaster Cannon</td> <td>75cm</td> <td>2d 4+ (-1)</td> </tr> <tr> <td>Boltcaster</td> <td>25cm</td> <td>4d 5+ (0)</td> </tr> </table> <p><i>Bloodlust, PD(2)</i></p> <p style="text-align: center;"><i>Break: Model</i> <i>Morale: 2</i></p> <p style="text-align: center;">Victory points: 2</p>	Move: 20 cm	Save: 1+	CAF: +12	Weapon	Range	Shoot	Boltcaster Cannon	75cm	2d 4+ (-1)	Boltcaster	25cm	4d 5+ (0)			
Move: 20 cm	Save: 1+	CAF: +12														
Weapon	Range	Shoot														
Boltcaster Cannon	75cm	2d 4+ (-1)														
Boltcaster	25cm	4d 5+ (0)														
<p style="text-align: center;">Megadon</p> <p style="text-align: center;"><i>Dracon</i></p> <p style="text-align: center;">Megadon</p> <p><small>Gold</small> Cost: 300</p>	<p>Megadon <i>Superheavy (4)</i></p> <table border="1"> <tr> <td>Move: 10 cm</td> <td>Save: 1+</td> <td>CAF: +10</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Heavy Conversion B.</td> <td>75cm</td> <td>3d 5+ (-D3)</td> </tr> <tr> <td>Boltcaster Cannon</td> <td>75cm</td> <td>4d 4+ (-1)</td> </tr> <tr> <td>Flamers *</td> <td>ST</td> <td>- 4+ (0)</td> </tr> </table> <p><i>Bloodlust, PD(6), *ignores cover</i></p> <p style="text-align: center;"><i>Break: Model</i> <i>Morale: 2</i></p> <p style="text-align: center;">Victory points: 3</p>	Move: 10 cm	Save: 1+	CAF: +10	Weapon	Range	Shoot	Heavy Conversion B.	75cm	3d 5+ (-D3)	Boltcaster Cannon	75cm	4d 4+ (-1)	Flamers *	ST	- 4+ (0)
Move: 10 cm	Save: 1+	CAF: +10														
Weapon	Range	Shoot														
Heavy Conversion B.	75cm	3d 5+ (-D3)														
Boltcaster Cannon	75cm	4d 4+ (-1)														
Flamers *	ST	- 4+ (0)														

Necron List

Warrior Company

Necron

1 Necron Lord

Warrior Phalanx

6 Necron Warrior stands

Warrior Phalanx

6 Necron Warrior stands

Warrior Phalanx

6 Necron Warrior stands

Gold **Cost: 500**

Necron Lord *Infantry (1)*

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

Fearless, Inorganic, Living Metal, Command, HQ

Necron Warrior *Infantry (1)*

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

Fearless, Inorganic, Living Metal

Break: 10 (15) Morale: -

Victory points: 5

Destroyer Company

Necron

1 Necron Destroyer Lord

Destroyer Phalanx

3 Destroyer stands

Destroyer Phalanx

3 Destroyer stands

Destroyer Phalanx

3 Destroyer stands

Gold **Cost: 400**

Destroyer Lord *Walker (2)*

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

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

Destroyer *Walker (2)*

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

Fearless, Inorganic, Living Metal, Skimmer

Break: 5 (8) Morale: -

Victory points: 4

Necron Company

Necron

1 Necron Lord
2 Immortal stands
Monolith

Necron Phalanx

6 Necron Warrior stands
Monolith

Necron Phalanx

6 Necron Warrior stands
Monolith

Necron Phalanx

6 Necron Warrior stands
Monolith

Gold **Cost: 1200**

Necron Lord *Infantry (1)*

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

Fearless, Inorganic, Living Metal, Command, HQ

Immortal *Infantry (1)*

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

Fearless, Inorganic, Living Metal, Elite

Necron Warrior *Infantry (1)*

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

Fearless, Inorganic, Living Metal

Monolith *Superheavy (4)*

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

Fearless, Inorganic, Living Metal, Skimmer, Teleport, Transport 6

Break: 13 (19) Morale: -

Victory points: 12

Heavy Destroyer Company

Necron

1 Necron Destroyer Lord

Heavy Destroyer Phalanx

3 Heavy Destroyer stands

Heavy Destroyer Phalanx

3 Heavy Destroyer stands

Heavy Destroyer Phalanx

3 Heavy Destroyer stands

Gold **Cost: 800**

Destroyer Lord *Walker (2)*

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

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

Heavy Destroyer *Walker (2)*

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

Fearless, Inorganic, Living Metal, Skimmer

Break: 5 (8) Morale: -

Victory points: 8

Assault Company

Necron

1 Necron Lord

Flayed Ones detachment

6 Flayed Ones stands

Flayed Ones detachment

6 Flayed Ones stands

Wraith detachment

6 Wraith stands

Gold

Cost: 600

Necron Lord

Infantry (1)

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

Fearless, Inorganic, Living Metal, Command, HQ

Flayed Ones

Infantry (1)

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

Fearless, Inorganic, Living Metal, Infiltrate, Fear

Wraith

Cavalry (2)

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

Fearless, Inorganic, Living Metal, Stealth

Break: 10 (15) Morale: -

Victory points: 6

Tomb Spider

Necron

Tomb Spider Stand



Gold

Cost: 50

Tomb Spider

Walker (2)

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

Fearless, Inorganic, Living Metal, Mechanic

Break: Model Morale: -

Victory points: 1

Pariah Company

Necron

Pariah detachment

6 Pariah stands

Pariah detachment

6 Pariah stands

Pariah detachment

6 Pariah stands

Gold

Cost: 400

Pariah

Infantry (1)

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

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

Break: 9 (14) Morale: 2

Victory points: 4

Nightbringer

Necron

C'tan Nightbringer



Gold

Cost: 450

C'tan Nightbringer

Infantry (1)

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

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

1) Bolt of Death: Place a 6cm Barrage template anywhere within LoS of the Nightbringer. Any unit more than half covered by the template is hit on a 2+ with a -4TSM. A multi-wound creature will take D6 wounds. Titans/ Praetorians will take a hit to the head/bridge that does not scatter, but any field/shield and armour saves apply as normal.

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

Break: Model Morale: -

Victory points: 5

Necron Supreme Commander

Necron

1 Necron Platinum Lord
2 Immortal stands

There may only be one Platinum Lord per 3000 points



Gold

Cost: 150

Necron Platinum Lord

Infantry (1)

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

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

Immortal

Infantry (1)

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

Fearless, Inorganic, Living Metal, Elite

Break: Model Morale: -

Victory points: 2

Tomb Stalker

Necron

Tomb Stalker Titan



Gold

Cost: 400

Tomb Stalker

Titan (5)

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

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

Break: Model Morale: -

Victory points: 4

Deceiver

Necron

C'tan Deceiver



Gold

Cost: 300

C'tan Deceiver

Infantry (1)

Move: 10 cm	Save: 1+	CAF: +10
Weapon	Range	Shoot
-	-	-

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

1) Misdirect: Use when one friendly unit (superheavy or smaller) within 25cm is the target of a successful ranged combat attack. Before a saving throw is rolled, physically swap the unit with any other friendly unit that is also within 25cm, ignoring coherency issues. The attack is resolved against the new unit

2) Deceive: This power must be used at the beginning of the Close Combat phase when the Deceiver is engaged by enemy units. The Deceiver leaves the close combat, moving 5cm back toward its deployment zone. The Deceiver is no longer engaged and there are no other effects.

Break: Model Morale: -

Victory points: 3

Warrior Phalanx

Necron

6 Necron Warrior stands

Gold

Cost: 200

Necron Warrior

Infantry (1)

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

Fearless, Inorganic, Living Metal

Break: 3 (+4) Morale: -

Victory points: 3

Necron Phalanx

Necron

6 Necron Warrior stands
Monolith

Gold

Cost: 400

Necron Warrior

Infantry (1)

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

Fearless, Inorganic, Living Metal

Monolith

Superheavy (4)

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

Fearless, Inorganic, Living Metal, Skimmer, Teleport, Transport 6

Break: 4 (+5) Morale: -

Victory points: 5

<p>Immortal Phalanx</p> <p>Necron</p> <p>6 Necron Immortal stands</p> <p>Cost: 250</p>	<p>Immortal <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move: 10 cm</td> <td>Save: 5+</td> <td>CAF: +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Gauss Blaster</td> <td>50cm</td> <td>1d 5+ (-1)</td> </tr> </table> <p><i>Fearless, Inorganic, Living Metal, Elite</i></p> <p>Break: 3 (+4) Morale: -</p> <p>Victory points: 3</p>	Move: 10 cm	Save: 5+	CAF: +2	Weapon	Range	Shoot	Gauss Blaster	50cm	1d 5+ (-1)
Move: 10 cm	Save: 5+	CAF: +2								
Weapon	Range	Shoot								
Gauss Blaster	50cm	1d 5+ (-1)								
<p>Flayed Ones</p> <p>Necron</p> <p>6 Flayed Ones stands</p> <p>Cost: 200</p>	<p>Flayed Ones <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move: 10 cm</td> <td>Save: -</td> <td>CAF: +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Claws</td> <td>-</td> <td>-</td> </tr> </table> <p><i>Fearless, Inorganic, Living Metal, Infiltrate, Fear</i></p> <p>Break: 3 (+4) Morale: -</p> <p>Victory points: 2</p>	Move: 10 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Claws	-	-
Move: 10 cm	Save: -	CAF: +3								
Weapon	Range	Shoot								
Claws	-	-								
<p>Pariah detachment</p> <p>Necron</p> <p>6 Pariah stands</p> <p>Cost: 150</p>	<p>Pariah <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move: 10 cm</td> <td>Save: -</td> <td>CAF: +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Gauss Blaster</td> <td>50cm</td> <td>1d 5+ (-1)</td> </tr> </table> <p><i>Fearless, Psyker within 25cm may only use psychic powers on 5+</i></p> <p>Break: 3 (+4) Morale: 2</p> <p>Victory points: 2</p>	Move: 10 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Gauss Blaster	50cm	1d 5+ (-1)
Move: 10 cm	Save: -	CAF: +2								
Weapon	Range	Shoot								
Gauss Blaster	50cm	1d 5+ (-1)								
<p>Wraith Phalanx</p> <p>Necron</p> <p>6 Wraith stands</p> <p>Cost: 200</p>	<p>Wraith <i>Cavalry (2)</i></p> <table border="1"> <tr> <td>Move: 20 cm</td> <td>Save: -</td> <td>CAF: +4</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Shock Lash</td> <td>-</td> <td>-</td> </tr> </table> <p><i>Fearless, Inorganic, Living Metal, Stealth</i></p> <p>Break: 3 (+4) Morale: -</p> <p>Victory points: 2</p>	Move: 20 cm	Save: -	CAF: +4	Weapon	Range	Shoot	Shock Lash	-	-
Move: 20 cm	Save: -	CAF: +4								
Weapon	Range	Shoot								
Shock Lash	-	-								

<p>Destroyer Phalanx</p> <p>Necron</p> <p>3 Destroyer stands</p> <p>Cost: 150</p>	<p>Heavy Destroyer Phalanx</p> <p>Necron</p> <p>3 Heavy Destroyer stands</p> <p>Cost: 250</p>
<p>Pylon</p> <p>Necron</p> <p>1 Pylon</p> <p>Cost: 300</p>	<p>Heavy Off-Table Barrage</p> <p>Necron</p> <p>Scarab Swarm Round</p> <p>Cost: 3 VP</p>

<p>Destroyer <i>Walker (2)</i></p> <table border="1"> <tr> <td>Move: 30 cm</td> <td>Save: 5+</td> <td>CAF: +4</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Gauss Cannon</td> <td>50cm</td> <td>1d 5+ (-1)</td> </tr> </table> <p><i>Fearless, Inorganic, Living Metal, Skimmer</i></p> <p>Break: 2 (+2) Morale: -</p> <p>Victory points: 2</p>	Move: 30 cm	Save: 5+	CAF: +4	Weapon	Range	Shoot	Gauss Cannon	50cm	1d 5+ (-1)	<p>Heavy Destroyer <i>Walker (2)</i></p> <table border="1"> <tr> <td>Move: 20 cm</td> <td>Save: 4+</td> <td>CAF: +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Hvy Gauss Cannon</td> <td>75cm</td> <td>1d 4+ (-2)</td> </tr> </table> <p><i>Fearless, Inorganic, Living Metal, Skimmer</i></p> <p>Break: 2 (+2) Morale: -</p> <p>Victory points: 3</p>	Move: 20 cm	Save: 4+	CAF: +2	Weapon	Range	Shoot	Hvy Gauss Cannon	75cm	1d 4+ (-2)						
Move: 30 cm	Save: 5+	CAF: +4																							
Weapon	Range	Shoot																							
Gauss Cannon	50cm	1d 5+ (-1)																							
Move: 20 cm	Save: 4+	CAF: +2																							
Weapon	Range	Shoot																							
Hvy Gauss Cannon	75cm	1d 4+ (-2)																							
<p>Pylon <i>Heavy Artillery (3)</i></p> <table border="1"> <tr> <td>Move: 0 cm</td> <td>Save: 1+</td> <td>CAF: +0</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Particle Accelerator*</td> <td>125cm</td> <td>2d 4+ (-4)</td> </tr> <tr> <td>Flux Arcs</td> <td>25cm</td> <td>6d 5+ (0)</td> </tr> </table> <p><i>Superheavy, Fearless, Inorganic, Living Metal, Teleport, *Penetrating +2</i></p> <p>Break: Model (+1) Morale: -</p> <p>Victory points: 3</p>	Move: 0 cm	Save: 1+	CAF: +0	Weapon	Range	Shoot	Particle Accelerator*	125cm	2d 4+ (-4)	Flux Arcs	25cm	6d 5+ (0)	<p>Scarab Swarm <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move: -</td> <td>Save: -</td> <td>CAF: -</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>First Turn</td> <td>Special</td> <td>10SB 2+ (-2)</td> </tr> <tr> <td>Next turns</td> <td>-</td> <td>5SB 4+ (-1)</td> </tr> </table> <p><i>Costs 3VP, remains in play</i></p> <p>Break: - Morale: -</p> <p>Victory points: -</p>	Move: -	Save: -	CAF: -	Weapon	Range	Shoot	First Turn	Special	10SB 2+ (-2)	Next turns	-	5SB 4+ (-1)
Move: 0 cm	Save: 1+	CAF: +0																							
Weapon	Range	Shoot																							
Particle Accelerator*	125cm	2d 4+ (-4)																							
Flux Arcs	25cm	6d 5+ (0)																							
Move: -	Save: -	CAF: -																							
Weapon	Range	Shoot																							
First Turn	Special	10SB 2+ (-2)																							
Next turns	-	5SB 4+ (-1)																							

Monolith

Necron

Monolith

Cost: 150



Monolith *Superheavy (4)*

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

Fearless, Inorganic, Living Metal, Skimmer, Teleport, Transport 6

Break: Model (+1) Morale: -

Victory points: 2