Slann / Necrons

Army Book
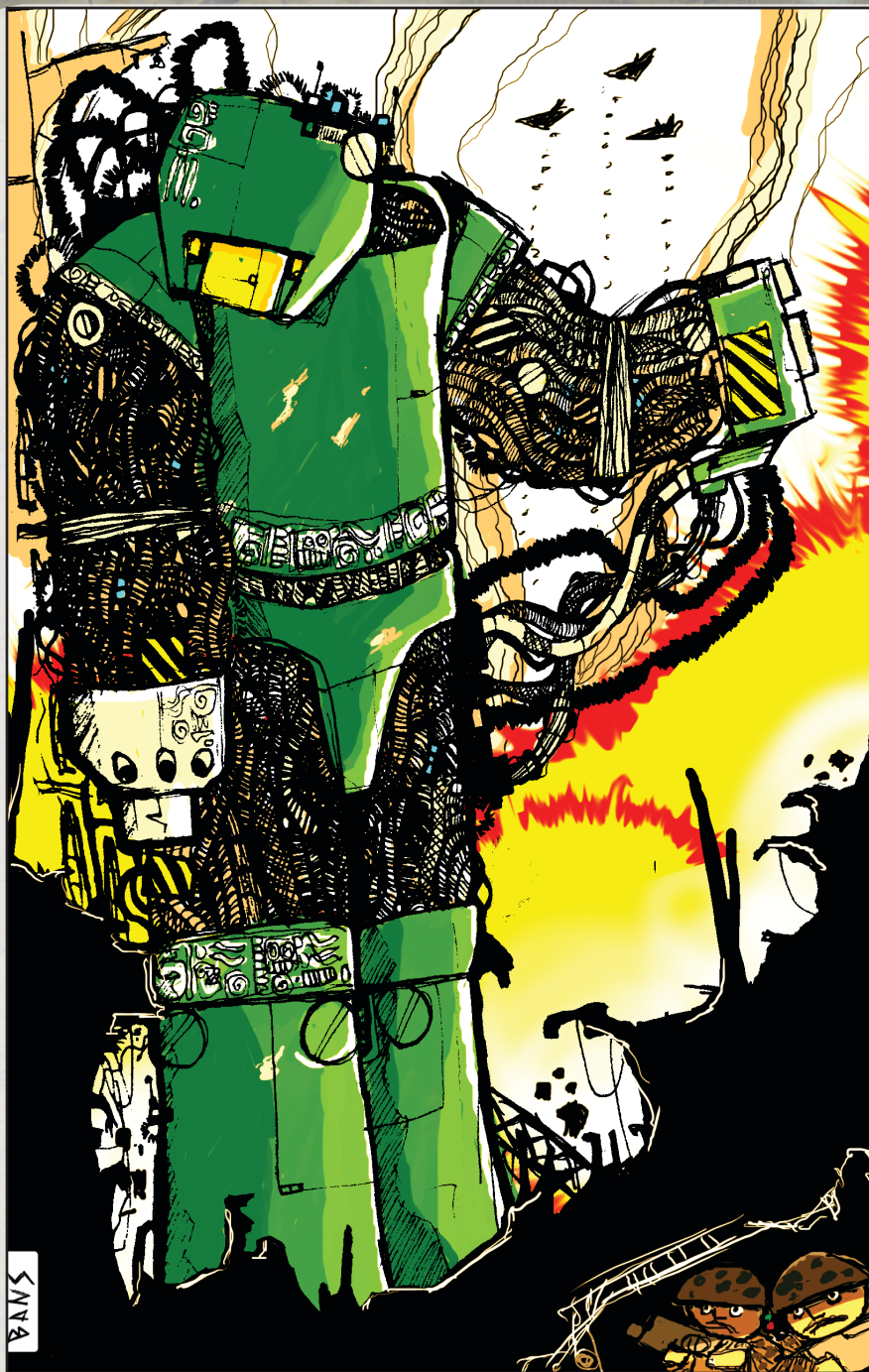
Table of contents

Background

The Slann are, perhaps, the eldest of sentient space faring races in the universe. What galaxy or planet spawned them is unknown even to the Slann themselves, since this fact is lost in the staggering mists of time. It is hypothesized that they may have emerged from a predominantly aquatic planet with the sparse landmasses being very humid. All this is conjecture and speculation however, since the Slann have never answered these questions. What is unquestionable is their technology and mastery of the warp. Amongst their greatest achievements is the warp web-way. It is rumored that at the peak of their power they seeded life on many planets, including Earth. Every Slann is expected to live its life according to a strange, mystic and largely unfathomable ritual, as part of which the individual passes through life stages. The calling to a life stage would seem a real and almost unstoppable thing to a Slann, and can happen at any time, so that a peaceful technician may become a wanderer, a hermit, a warrior, etc.

Long ago the Slann as a race slowly dwindled into torpor. Self-interest and introspection rose above curiosity and the care of the universe. Over thousands of years their decline was steady and relentless. Then something in the recesses of the universe stirred. Slowly at first, but then it quickened its pace as whole sectors had all traces of life extinguished. Even then the Slann did not notice. What were galaxies compared to the immensity of the universe? But then the Slann themselves became the prey. Belatedly the realization struck that here was a foe equal to the might of the Slann. Star gods, unyielding and all consuming, and their inorganic, relentless slave race, the Necrons! At first the Slann were contemptuous of the unthinking, mechanistic hordes and easily crushed them. But then the C'tan took a direct interest and the war in heaven began. The Slann were fighting a foe that had only one aim: their extinction. The war raged relentlessly. The Slann created new races designed specifically to defeat the C'tan and their slaves. The Eldar, the Kork, perhaps even Man. The war was long and the result was near enough to the utter mutual annihilation of all the races of the Universe.

However, the Slann did not die out. The remnants of this mighty race retreated to the fringes of the known universe. Deep gravity wells and isolated star systems in the great voids between galaxies became their homes. They bided their time, knowing that as they had survived so had at least some of the C'tan. They also knew that without their help at some unknown future time, the C'tan may ultimately achieve their goal.

Exodus Slann

As the Eldar did many millennia later, the Slann also went through a period of exodus. During the dwindling of the Slann Empire many planets lost contact with mainstream Slann society. In most cases this was a deliberate choice by the Slann resident there, and over time these planets were long forgotten about. During the millennia of years that the Slann Empire lost interest in the galaxy these isolated pockets of Slann fought to survive. They consciously let go of much of their great technology and their society structure changed over time. The Slann society on these planets is more of a tribal existence than a more advanced one. However, now that the True Slann have started to reenter the galactic milieu, they are contacting their distant relatives on these planets once again. These civilizations are known to the True Slann as the Exodus Slann. The Exodus Slann, though willing to follow their more advanced relatives in most things will not let go of their culture and remain independent. The Exodus Slann have grown to love warfare, and as most no longer build Mechs, they thus take a more direct approach to battle. They do still retain conversion technology and have built on this. The Exodus Slann still hold individual life precious and their power armour is fitted with a small conversion generator that provides an incredible amount of protection to the individual.

The Exodus Slann are ancestor worshippers and pray to the Old Ones. The most important of the Old Ones are Tlaxcotl, Chotec, Quatl, Tzunki, Xapati, Huanchi, and the inscrutable Tepoc. These are the most powerful of the entities known to the Exodus as the Old Ones, the Primordial Patriarchs of the Exodus Slann race. On the Exodus Slann home worlds, you will find other lesser deities, but these are mostly deities of subservient beings. One such is Sotek, the warrior God of the Dracon.

The Exodus Slann build huge pyramid cities in which to live. The largest of these pyramids are the temples of the Old Ones. These temples are collectors of psychic energy and warp energy, which the Exodus Slann Mage Chiefs manipulate to use their powers. Many of the creations of the Exodus Slann are affected in one way or another by this psychic energy. The Exodus Slann Mage Chiefs use it to manipulate materials and to aid in the construction of many things.

The Dracon

The Slann have been hard pressed over the millennia by the Necrons, Outsiders and others, and were forced to create and use lesser races in times of need. The first of the Slanns experiments with creating a new race were the Dracons. They were a fundamental part of classic Slann civilizations and performed manual and laborious tasks to free up the Slann for higher order pursuits. While historically a subservient client, over the centuries on many planets the Slann population dwindled leaving the Dracon to fend for themselves. Now there are many recorded instances of self sustaining Dracon civilizations. Most strongly follow the culture and model of society set by their Exodus Slann masters. The Dracon worship the old one Sotek exclusively, and their mythology holds Sotek to be both God of war and savior of the Dracon race. They are also roughly analogous to the Eldar Exodites in many ways, with a strange mix of pastoral and high tech, though their capability to maintain or even develop their own technology base is limited.

The Necron

Not much is now known about the once mysterious Necron race and the menace it represents to the Galaxy. Since it has resurfaced so too have the Slann re-emerged. The Necron are an ancient race enslaved in the distant past by the C'tan. The few C'tan who survived the war in heaven and the long slumber that followed are awakening to find a galaxy teeming with life. They are reactivating their Necron slaves to again begin harvesting the living for their satiation.

The Necrons themselves are the remnant of an organic race that first discovered the C'tan. To avoid complete destruction by the gods they had roused, this race agreed to serve the C'tan, but were in turn and time tricked into becoming the soulless, immortal Necrons, and have been the slaves of the C'tan since.

On tomb worlds throughout known space the Necron stir. A number of exploration teams have accidentally awoken the slumbering monsters and never been heard from again. Well established Human colonies have been turned into barren dustbowls devoid of life. There are also scattered reports that the great project initiated by the C'tan to sunder real space from the Warp has recommenced.

The Armies

The True Slann are a standard army. You must put at least 50% of your points into True Slann units, and may put the other 50% into any one other Standard List. The ally must satisfy their army construction rules (e.g. one Special and five Support Cards per Company). One exception is that Dracon Company and/or support cards may be selected in a True Slann army but do not count against the allies limit of 50%.

Codex Army	At least 50% of your points into…	Up to 50% into…
True Slann	True Slann Army list	Any other Standard Lists you want

The Exodus Slann and Dracons are both separate Codex armies. Pick one, and you must put at least 75% of your points into that list. You may put up to 25% of your points into the True Slann, Exodus Slann, Eldar or Ork lists. The ally must satisfy the army construction rules (e.g. one Special and five Support Cards per Company). One exception is that Dracon Company and/or support cards may be selected in an Exodus Slann army but do not count against the allies limit of 25%.

Codex Army	At least 75% of your points into…	Up to 25% into…
Exodus Slann	Exodus Slann Army list	The True Slann, Eldar or Ork Lists
Dracon	Dracon Army list	The True Slann, Exodus Slann, Eldar or Ork Lists

There is no Standard Army / Codex Army difference for Necrons. All (100%) of your points must come from this list. Since all living things are regarded as prey you may not have allies.

Codex Army	100% of your points into…	
Necrons	Necron Army list	

Special Rule: Dracon Support Cards
The Dracon are often deeply embedded in Slann society, even when they go to war. Dracon support cards may be attached to Exodus, Dracon or True Slann Company Cards. Dracon Special cards may only be attached to Dracon Company cards.

Note: The Slann and Necron Army Book and all the lists it contains should be considered optional. You must have the permission of your opponent before using it.

Special Rules

Morale
True and Exodus Slann never check for morale when facing Necrons, Tyranids or Chaos, and are immune to all fear, terror and morale-based effects from those armies. This immunity does not extent to attacks that use the morale characteristic as a save, such as a psychic power or attack. In these cases they roll for morale as normal.

Slann War Machines
The True Slann ceased to do battle with poorly armed and armoured infantry millennia ago. Since they value life and are but a scant few millions to rule the galaxy, the Slann don't truly enter a battle. When a True Slann feels the call to become a warrior, its mind is cybernetically linked to a war machine while its body is carried in stasis at a remote physical location. This allows unparalleled protection for the Slann warrior and near-instantaneous reaction time, as the Slann and machine are as one.

The smaller war machines are called battlesuits and their capabilities are displayed in their stat line, including a fixed save, heavy weapons and jump packs. Larger ones are called Mechs; these are Knight-class units, carry Warp Displacement Fields & Neuro-Disruptor Missiles and may Warp Jump. The largest of all are the Slann titans, described individually.

Warp Displacement Fields
A Warp Displacement Field generator phases a unit in and out of the Warp in rapid succession. All shots fired at a displaced unit have a chance to pass right through as it blinks in and out of existence. Thus, all hits on the unit receive a 4+ Fixed Armour Save, rolled before any normal armour save. If a hit penetrates the displacement field then the unit's armour save may be taken, modified as normal (TSM, side & back shot, etc).

Some enemy units' weapons use Warp energy and are able to affect the displaced unit even while it is in the Warp. A unit struck by any of the following (or similar) weapons does not get the additional armour save from the Warp Displacement Shield and is affected normally: all psychic attacks, Shokk Attack Gunz, Warp Missiles, Vortex Missiles and triple Vibro-Cannon attacks.

Neuro-Disruptor Missiles
The True Slann long ago walked away from the path of ever more destructive weapons, realizing that winning a battle when the landscape was left blasted and barren was no victory. The Slann have developed many weapon systems that incapacitate the enemy and allow their elimination in a controlled, efficient manner. Frog and Bullfrog Mechs carry such weapons.

Neuro-Disruptor missiles emit a field that is a combination EMP pulse and electrical defragmenter, disrupting not only the workings of machines but also the bioelectrical impulses of living creatures. Dracon and Slann units are unaffected by Disruptor Fields, and the effects of multiple fields are not cumulative.

Missile racks take a full turn to reload and may only be fired every

other turn. When firing, place the 6 cm template anywhere within range and line of sight, then roll to hit. If you miss there is no effect. If you hit, all models under the template are affected and you roll a D3. This second roll is the duration of the field, which is removed in the End Phase of the appropriate turn (counting the turn in which it is fired). The field is stationary on the battlefield, so units may attempt to move out from under the template.

The normal area of effect is the 6 cm template for each missile. However, if three missiles are fired at the same target by a single detachment, you may instead use the 12 cm template. When combining missiles in this way, only one To-Hit roll is made for all three missiles.

All units affected by the field must roll a D6 and on a 1-2 it is immobilized, and on a 3+ it may move at half speed. Units affected by the field also suffer –2 CAF and a –1 To-Hit penalty when making ranged attacks. Units with active Void or Power Shields do not suffer these effects, but will lose 1 Shield each turn they are in the field. Titan and praetorian-sized units are only affected (even if unshielded) if three missiles are combined as above. A unit may attempt to raise/repair shields while affected, but suffers a –2 penalty on each attempt.

Warp Jumps

The True Slann have developed extensive knowledge of how to use Warp energy. One application is Warp Jump generators, which create a miniature web pathway and allow a unit to enter the Warp and emerge a short distance away. This allows units to move quickly across the battlefield, engaging their targets before they can react.

Orders must still be placed as normal, e.g. a unit must be given Charge Orders to enter Close Combat. When a unit jumps, choose a target point on the battlefield within line of sight, and measure the distance to it. You may not pre-measure distances when making a jump, so you should declare which models in a detachment are jumping (and all target points) when you activate it. For each model, measure the distance to its target point and roll a D6, subtracting 1 for every 10 cm (or fraction thereof) beyond 40 cm.

Result	Result
0 or less	A horrible miscalculation has occurred and the unit is lost in the Warp! Remove the model and it counts as destroyed.
1-2	The unit has deviated from the proper path leaving the pilot confused. The unit deviates 2D6 cm from its target point, is immobilized and may not shoot this turn. If the unit is in contact with an enemy model or is charged, it does not roll dice for its Close Combat score – just use the base CAF value.
3-4	A minor miscalculation has thrown the unit off course. The unit deviates D6 cm from its target point, but may fire weapons and fight in Close Combat as normal.
5-6	Perfect jump – right on target. The unit may fire weapons or enter Close Combat, and gains the following surprise bonuses: 1) Opponents cannot Snap Fire at the advancing Mech. Defensive fire from units on First Fire Orders receiving a charge may fire at the Mech normally. 2) Enemy units charged via a Warp Jump receive a –1 CAF penalty for the first turn of combat. Units that later join the combat do not receive this penalty – only the originally charged unit.

Some units have great knowledge or an instinctive feel for the Warp and will not be surprised when a Mech moves through Warp Space. The units that fall into this category are: all Psykers, Grey Knights, Inquisitors, Librarians, Adeptus Psykers, Astropaths, Farseers, Warlocks, Warp Spiders, Harlequin, Ancestor Lords, Greater Daemons, Primarchs, Chaos Magi, and Dominatrixes. These units do not incur the penalties listed above.

A unit may either move normally or Warp Jump, but not both. The jumping unit must have line of sight to the target point. A unit may not move after it jumps, but upon entering normal space can be positioned facing any direction. Due to the mass and location calculations required, a unit may not jump if it is pinned in Close Combat.

If a deviating unit materializes on or in a solid object (a building, bunker, impassable terrain, etc) the unit should be placed as close to the missed jump point as possible. If the deviating unit lands on another model, the Mech must make an armour save at –2 TSM and does not receive the benefit of a Warp Displacement Field. The model it lands on must make a save at –3 TSM.

Sample Army: True Slann

Army Card	Cost	Notes
1) Gravguard Company	900	
Special: Razorfang scout titan	1000	
Support: Tadpole detachment	300	
2) Gravguard Company	900	
3) Frog Mech Company	900	
Total	**4000**	

Sample Army: Exodus Slann

Army Card	Cost	Notes
1) Exodus Spawnband	600	
Special: Exodus Stegadon	300	
Support: Exodus Frog Squadron	300	
2) Exodus Raiders	650	
Support: Exodus Raptor Riders	250	
3) Exodus Tank Company	900	
Total	**3000**	

Dracon

The Dracons were the first of the Slanns children. When the Slann were still limited to those few stars near their home planet, they started to manipulate their own genes. Many things were seen to be below a Slann during those times, and they sought slaves to do their manual labor. In this quest they turned to their own genetic material. They created a new slave race from this material and thus the Dracons were born from the sacred DNA of the Slann. During the times of mass invasions on their planets the Exodus Slann were forced to call upon their slaves for help. They desperately needed numbers on the battlefields, thus they equipped their slaves with weapons and pushed them into the field of fire. Much to their surprise the Dracons proved to be very useful on the Battlefield. They found that the Saurus Regulars would stand their ground and hold a position to the last man. The Kroxigors, though slow witted when enraged became great Hand-to-Hand combatants. The Skinks were somewhat cowardly, but were found to be great scouts and snipers when lead by an Exodus.

After centuries of warring the Exodus have found that some of the Dracons have evolved. Some veteran Saurus have become quite capable of taking orders and being able to command other Saurus. These Saurus have been given a great responsibility in the Exodus society, which is of guarding the great temples in which the Mages live in. Also a new genus of Skinks has evolved. They are born with bold black lines running down their bodies that from into a V at the top of their heads, this is known as the mark of Itzl or Great Crest. The Exodus Slann believe that the Old Ones have blessed the Skink race and gave them strength and courage to help the Exodus defend their temples.

Special Rules

   1) Aquatic: All Dracons may pass through water and marsh terrain without penalty. When in deep water Dracons may not fire ranged weapons but receive the Hard to Hit special ability (-1 to be hit by ranged weapons).

   2) Command Radius: In order to receive orders normally, a Dracon detachment must have at least one stand within 15 cm of a Slann or Exodus HQ stand, or a Dracon Temple Guard stand. Great Crested Skinks may command Skinks, but no other Dracon units. Dracons that are not within the command radius will revert to the following instinctual actions:

Skinks Move at charge rate away from the enemy.

Saurus Remain where they are and fire in the First Fire phase at any enemy troops within range.

Kroxigors Charge the nearest enemy units they can see and attempt to engage them in Close Combat.

Sample Army: Dracon

Army Card	Cost	Notes
1) Dracon Regulators	700	
Special: Dracon Stegadon	300	
Support: Dracon Carnosaur	200	
2) Dracon Raiders	750	
Support: Dracon Salamanders	150	
3) Dracon Raiders	750	
Special: Dracon Shaman	100	
Support: Dracon Monitor	50	
Total	**3000**	

Necron Special Rules

The implacable slave race of the ancient C'tan, Necrons have been the arch nemesis of the Slann through the ages. In concert with their masters' wishes, the Necrons seek the utter annihilation of all life. The Necron army follows a number of special rules that set it apart from most NetEpic forces.

Living Metal:

Possibly the most terrifying Necron ability is their ability to regenerate from nearly any damage and return to fight once more. Any Necron unit destroyed by ranged weapons should be turned on its side and not removed from the table. In the End Phase roll D6 and on a 5+ it's healed. Only if this roll fails is the unit truly destroyed and removed from the battle. Self-repair does not function in Close Combat, and models defeated in Close Combat are immediately removed from the table.

Units that have recovered that are not in cohesion with the rest of their unit must move so as to be in cohesion at the end of the next Movement Phase. Roll for Living Metal before counting casualties for Break Points.

Gauss Weapons:

Necron Gauss technology is particularly effective against vehicle class units and larger. A successful hit with a Gauss weapon (one that has the word Gauss in the stats table) against a vehicle class or larger unit gains a bonus -1 TSM in addition to the listed modifier. However, Gauss weapons without a negative TSM will not affect Void Shields or Power Fields.

C'Tan:

The Necron are controlled by the C'Tan, star gods given a shell of living metal. The C'Tan have multiple wounds and these may be repaired with the Living Metal ability. However, if the repair attempt fails that wound becomes permanent and you may not attempt to repair it again in subsequent turns. If the C'tan is defeated in Close Combat it takes a number of wounds equal to the difference in the scores. Unlike other Necron units C'Tan may

attempt to regenerate wounds inflicted in close combat.

The power of the Immaterium is inimical to the C'Tan. Any weapon that is based on the Warp is especially harmful to C'Tan. An attack by any of the following that would cause a wound will instead cause D6 wounds: all psychic attacks (including any weapon which is considered a psychic attack), Warp Missiles, Vortex Missiles, and triple Vibro-Cannon attacks.

Morale:

Necrons do not take morale checks of any kind and are never placed on Fall Back Orders. Necron units with the exception of Pariah are not subject to any of the special Chaos Daemon rules, and no units are vulnerable to any attack that requires a morale save. When a Necron unit takes sufficient casualties to be considered broken, your opponent is awarded points as normal but the Necron unit itself is unaffected. Necron units may however Phase Out if their casualties reach extreme levels.

Phase Out:

A Necron Force very rarely leaves any physical evidence of their presence. When a battle is going badly a Necron Raiding Force will simply phase out rather than risking leaving any trace of themselves behind. In addition to the normal Break Point, Necron units have a Phase Out value listed in brackets. All Support cards add their Phase Out value to the Company to which they are attached. Once a Company and its Support cards have reached their Phase Out value in destroyed models (actually removed from the table), all remaining units are removed from the table.

Special Cards do not have a Phase Out value and are unaffected by this rule, even if the Company Card they are bought for Phases Out.

Victory Points:

Necrons are an implacable, unrelenting horde whose intent is to destroy all life. When fighting Necrons, the opposing force gains Victory Points as normal for capturing objectives and breaking Necron formations. Necrons on the other hand, are not concerned with objectives and the following special rules apply:

1) Necrons do not gain any Victory Points for capturing objectives. They recognize their value to the enemy, though, and may position units to deny them to the enemy.
2) Necrons receive Victory Points as normal for breaking enemy units.
3) Necrons receive a unit's Victory Points again when the unit is completely wiped out, forced to flee, transported away or are otherwise not on the board for any reason. For units that have no Break Point or are a single model, the Necrons receive double the Victory Points when it is destroyed.

Sample Army: Necron

Army Card	Cost	Notes
1) Necron Company	1200	
Special: Tomb Stalker	400	
2) Heavy Destroyer Company	800	
Support: Pylon	300	
Support: Pylon	300	
3) Necron Assault Company	600	
Support: Necron Flayed Ones	200	
Support: Necron Flayed Ones	200	
Special: Nightbringer	450	
4) Destroyer Company	500	
Support: Destroyer phalanx	150	
Total	**5000**	

Unit Descriptions

Special Units

True Slann Great Magus:

These are the most potent psykers in the Slann Empire, and are also known as Great Magi or High Priests. They are the most respected individuals in Slann society, and while they do not actively rule they are constantly sought out for advice. Their aid in battle is formidable, for their knowledge of magic and the arcane sciences are matched by their psychic abilities. There may only be one Great Magus per army regardless of size.

Once per game the Slann player may add +1 to his Initiative roll, as long as the Great Magus is still alive. Great Magi are Psykers, Fearless, Command and HQ units, and automatically pass Morale tests. This does not grant immunity from having to make a morale test, in case it matters. A Great Magus may wear a battlesuit, or be mounted in any type of Mech.

The Great Magus moves by Warp jumping (as a Mech), gains +2 to his roll and will never deviate unless the distance is greater than 40 cm. He can also warp to any point he chooses, even if it is not within his line of sight. A Great Magus can even Warp Jump to a point within a section of woods, although he must also exit the woods by Warp Jump. Once per turn he may grant a +2 bonus to one detachment's Warp Jump roll, if it starts the turn within 25 cm of him. This is in addition to power #2 below.

A Great Mage may use one of the following powers each turn:

1) Energy Shield: The Great Mage conjures a shield of Psychic energy to protect himself. The shield grants a 3+ Fixed Armour Save. This roll will also negate a loss in Close Combat, but does not turn it into a victory.

2) See Warp Gate: The Great Mage informs local units how to safely Warp Jump. During the Movement Phase, choose a detachment that is within 25 cm and about to Warp Jump. That detachment may jump to any desired location (even if it can't see the target point). If the detachment has at least one Mech within coherency (6 cm) of the Great Mage, it additionally gains a +2 bonus to its Warp Jump roll.

3) Warp Hole: The Great Mage opens a small hole to the Warp around a target. Pick one unit within 25 cm and line of sight, hitting on a 3+ at –4 TSM. This is a physical psychic attack and will down one shield.

True Slann Time Magus:

At hatching, some female Slann show signs of psychic powers. They can see through time, though they need help and training, eventually they gain the ability to manipulate time in small ways. They learn to freeze thing in stasis with their minds, though only for short periods of time. During times of war they are mounted in special Mechs that amplify this power. The purpose of the Time Mage is to locate and freeze large enemy threats in stasis, to make them easy targets for the other Mechs.

A Time Mage is the only member of the Slann Empire that will stay on one life stage her entire life. She knows well however, that this dedication comes with a price. Every time a Time Mage goes to war there is a small ceremony of death preceding the battle. A Time Mage makes her peace with those around her, gives her belongings away and prepares to die. She knows that a Mech caught in stasis is a perfect target for enemy fire. She has been trained since birth to give her life for the Slann Empire, and her mission will almost always end in her death. After the ceremony of death she performs a death song and dance, which is broadcast for all in the army to see. The dedication inspired by a Time Mages' performance alone has won the Slann many battles.

A Time Mage Mech has the same Warp Displacement Field and Warp Jump abilities as other Mechs, and is a Knight-class unit. A Time Mage is both a Command and HQ unit, and a Psyker.

A pair of Stasis Beams is the main armament on a Time Mage Mech, and are capable of freezing enemy models in time. The two beams may be fired at one or two targets, and a To-Hit roll is made for each beam in either case. On any hit, the target is caught in stasis and can do nothing. During the End Phase, frozen models may escape stasis on a 4+ if caught by one beam, on a 5+ if caught by two. Titans and praetorians must be hit by two beams to be affected and will escape on a 4+, so a single stasis beam hit is ignored and treated as a miss. Models may attempt to escape stasis every End Phase.

The Time Mage is also affected by the stasis effect, and may not move or shoot until all targets have escaped stasis. Once a beam is generated it can only be shut down if the enemy escapes the beam. A Mage who has hit two different targets and looses her grip on one will continue to hold the other until it escapes, but cannot fire the free beam at another target until the other beam is broken.

Any model affected by stasis can be fired at as normal, but the effects are delayed as the shots themselves enter stasis. Record the number and TSM of the hits, but don't resolve the effects until the stasis is released. At that point, make armour saves and hit location damage rolls as appropriate. This also applies to the Time Mage, and all fire that hit the Mech is applied when all targets in stasis have escaped.

If a model in stasis is attacked in Close Combat, the attacker is captured and also held in stasis, and is released when the original target escapes. Units held by this "Tar Baby" effect may not roll to escape. Resolve all combats as soon as the units come out of stasis.

Exodus Mage Chief:

Unlike the True Slann, the Exodus have drastically dwindled in psychic numbers. Mage Chiefs are the rare Exodus Slann that are born with psychic powers. They are the planetary rulers and live in temples of such size that they can be seen from planetary orbit.

A Mage Chief is both a Command and HQ unit as well as a Psyker. You may only have one Mage Chief per 3000 points in your army. A Mage Chief may use one of the following powers each turn:

1) The Glory of Tlaxcotl: Use this power at any time, and it may be used in response to a unit needing to take a Morale test. When activated, all friendly units within 25 cm automatically pass the Morale test, and all units on Fall Back Orders within 25 cm will immediately rally (and may be given orders normally next turn).

2) The Glory of Tzunki: Pick one detachment within 25 cm. Until the End Phase, it gains the ability Quickdraw, +1 CAF and a +1 on all To-Hit rolls.

3) The Glory of Huanchi: The Mage Chief opens a gate through the Warp. Take two of the 3 cm Gutbuster templates and place them within 30 cm and line of sight. The two markers represent the two ends of the gate and are considered adjacent. Any infantry models which move onto one of the gate markers will instantaneously reappear on of the other gate marker. Models expend no movement between the gate makers and may continue to move after using the gate, including engaging the enemy on Charge Orders. Roll a D3, and that's how long the gate stays open. While the gate is open the Mage Chief may not use his other powers.

Exodus Warchief:

Warchief are the rulers of their Temple-cities, dictating law and order over the city. Warchief stay in constant communication with the Mage by psychic ability, and may change the orders of any one unit within 25 cm as it is being activated. Warchief are Command and HQ units.

Dracon Shaman:

As they come from the stuff of the Slann themselves, it is perhaps unsurprising that the Dracon have evolved into a quite powerful psychic race. When contact with the Exodus was lost the inhibitions against use of psychic powers was removed and the Dracon developed apace. Dracon Shaman often lead their forces into battle, and provide defense against other psychically attuned species.

A Dracon Shaman is both a Command and HQ unit as well as a Psyker. A Shaman may use one of the following powers each turn:

   1) The Gaze of Sotek: Target any one infantry stand within line of sight. That stand must make an armour save or be destroyed. Infantry without an armour save will avoid destruction on a D6 roll of 6.

   2) The Shield of the Old Ones: Pick one Dracon detachment within 25 cm. Until the End Phase, it is immune to the effects of both physical and ethereal psychic attacks.

   3) Wings in the Jungle: Target one enemy Flyer. On a 4+ swarms of small jungle birds materialize directly in its path and are ingested by its engines. It must make a saving throw at -2 to avoid destruction.

Infantry

Slann Gravguard Battlesuit:

These troops represent Slann citizens that have joined the ranks of the Slann to face its foes. They are armed with heavy weapons and provide a support element.

Slann Spawnguard Battlesuit:

The typical Slann citizen who wishes to defend the empire joins the Spawnguard. They are equipped for assault actions.

Slann Vanguard Battlesuit:

Slann Nobles often form elite groups of battlesuit infantry to oversee important battles. Vanguards are Command and HQ units, and have a 4+ Psychic Save.

Exodus Warrior:

All able Exodus Slann participate in war. Their Conversion armour and superior fighting skills make them better infantry troops than most of their opponents.

Exodus Warp Walker:

These are Exodus warriors that crave nothing but warfare: They arm themselves with Close Combat weapons, for nothing makes them happier then to look in the eyes of their dying enemy. They also give up their Conversion shields for a small Warp Jump generator. This enables them to Warp Jump like a Mech, but they may not exceed a 40 cm jump. If their target point is more than 40 cm distant, the Warp Walker emerges 40 cm from the starting point.

Exodus Ghost Warrior:

These are the oldest Exodus Slann alive, and while becoming feeble they still serve a powerful support role to the more battle-worthy warriors. They tend to be a bit larger than normal Slann, and arm themselves with Conversion Beamers. Ghost Warriors are few in number, for there are not many warriors that do not die in battle at a young age. As a consequence you may only take one of these Support Cards per Company Card.

Dracon Great Crested Skink:

These Skinks are born with a mark of Itzl, and command the Skinks in battle. They are HQ units in addition to the regular Skink Scout abilities of Infiltration, Stealth and Sniper.

Dracon Skink Scout:

Skinks were originally found to be cowards on the battlefield, but recognized as efficient marksmen. That and their ability to manipulate their skin color destined them to be some of the best commandos in the galaxy. Skink Scouts may Infiltrate before the battle, and enjoy the Stealth ability. They are also Snipers.

Dracon Saurus Regular:

The Dracons where designed to do heavy maintenance, and were only later pushed into battle when the Exodus Slann were faced with certain defeat. As it turned out, the Saurus were of great use on the battlefield, with their exceptionally tough skin and great desire to please their god Sotek. When directed by Slann or Saurus Temple Guard they become very effective warriors, and are able to hold their lines against most other troops in the universe.

Dracon Saurus Temple Guard:

The Temple Guards are an elite few of the Saurus race that grow smarter as they age. With this they are given two great honors: they guard the great temples in which the Mage Chiefs and Warchief live, and during times of war they lead Kroxigor and Saurus units into battle. Temple Guards are armed with Exodus halberds and are granted Battlesuits. Temple Guards are Command and HQ units.

Dracon Kroxigor Shock Troop:

Kroxigors were designed primarily as beasts of burden, a duty they continue to fill. They carry supplies and heavy weapons to the battlefield, where they are given melee weapons. Combat enrages Kroxigors and releases large amounts of endorphins into their systems. The Slann arm the Kroxigors with crude armour and Warp Claws, and send them towards the enemy. Warp Claws are of one of the first Warp weapons the Slann developed, and combine stored psychic energy and Warp field technology. Warp Claws add +2 CAF and are considered an ethereal psychic attack when in Close Combat with Daemons. The Warp claws also make the Kroxigors immune to any form of ethereal psychic attack.

Cavalry

Exodus/Dracon Cold One Rider:

Both Exodus Slann and Dracon mount themselves on large reptilian beasts called Cold Ones. These beasts are hand raised from birth and are saddle broken at young ages. They have powerful hind legs, razor sharp claws that have been known to rip right through armour, and very tough hides.

Exodus/Dracon Raptor Rider:

As with Cold One Riders, Raptor Riders are mounted on large, dangerous beasts. Unlike them, Raptor Riders are armed with a saddle-mounted, short ranged, rapid firing multi boltcaster.

Dracon Temple Guard Dragoon:

Temple Guards are sometimes mounted on Cold Ones to lead the Dracon cavalry units. They are usually armed with heavy weapons.

Mounted Warchief:

The Exodus Warchief will often mount a Cold One and take command of their cavalry units. They usually carry a trusty conversion beamer just in case. A Warchief stays in constant communication with the Mage by psychic ability, and may change the orders of any one unit within 25 cm as it is being activated. A Warchief is a Command and HQ unit.

Walkers

Exodus Stalkers:

The Exodus Slann make agile, stealthy but fragile bipedal walkers that are used to stalk and monitor prey beasts in jungle terrain where their traditional vehicles are ineffective. During times of war Exodus technicians may mount heavy weapons on these chassis.
They then ride these into battle and use ambush tactics to great effect. On some jungle worlds their use is much more prevalent and occasionally they may be encountered in company sized formations.

Dracon Salamanders:

The fire-breathing Salamander is cultivated and virtually domesticated by the Dracon. Its breath has enormous destructive capabilities, immolating unwary targets. The breath attack uses the Inferno Cannon template: units affected are hit on 4+, ignoring cover.

Dracon Monitor:

The Monitor lizards of some Dracon planets grow to the size of a large vehicle. They are cultivated as a food source. While normally placid, in desperate times they have been used as a weapon of war. A Saurus rider will goad the Monitor into charging the enemy and their immensely tough hide and sluggish nervous system make them very difficult to stop.

Vehicles

Exodus Frog:

This is the main support tank of the Exodus army, and was designed to provide heavy firepower. It uses some of the last high technology that the Exodus are capable of building, as it carries a heavy plasma cannon. A strong Conversion Field protects it, giving a 2+ normal and 5+ fixed armour save.

Exodus Gecko:

Built on the successful Newt chassis, the Gecko is equipped with tougher armour and a boltcaster cannon. It is commonly used as the recon element in Exodus Mechanized companies.

Exodus Mantis:

This is the main APC of the Exodus army and was designed to support troops on the battlefield. The Mantis is fitted with a Lightning Tail to attack nearby infantry. When an enemy infantry or cavalry-class unit is in Close Combat with the Mantis, first roll a D6 and on 5+ it is destroyed. This effect only works against units that do not have any sort of armour save, such as Imperial Guardsmen. A strong Conversion Field protects it, giving a 2+ normal and 5+ fixed armour save.

Exodus Newt:

This wheeled tank is the oldest Exodus transport. It is equipped with a Heavy Boltcaster and may carry 2 infantry stands.

Exodus Salamander:

Many Exodus worlds are dry, desert worlds with an occasional oasis. Skimmer technology is available, but the Exodus found that there was not enough cover and artillery skimmer tanks made easy targets. Technicians found that fast-moving dune buggies were the answer. There are many variations of these, and from time to time they look completely different on different worlds, but are always designed to play the same roll. The Salamander is fitted with a Neuro-Disruptor missile launcher.

Exodus Tiger Moth:

The Tiger Moth is a more recent design based on the Salamander chassis. It was developed to replace an earlier, inadequate design and has become the predominant Exodus AA weapons after the limitations of the former were realised.

Flyers

Dracon Taradon Rider:

Taradon riders are Dracon that mainly live in the high peaks of mountains. They are isolated and tribal in nature and raise large winged reptiles called Taradon. The Dracon say they can feel the presence of Sotek when they are gliding through the skies on them. During times of war Taradon riders mount Boltcaster Cannons on the under belly of the Taradon, and arm themselves with force lances. Taradon can fly to great altitudes but due to their relatively slow speed are classified as floaters.

Knights

Slann Vanguard Mech:

A member of Slann royalty called a Vanguard leads each Slann Mech Pod; these individuals are slightly psychic and thus have the ability to communicate directly with the Great Magus.

The Vanguard Mech is equal to the type of Mechs in the unit it commands, with the additions of the special abilities Command, HQ and a 4+ Psychic save. A Vanguard may add +1 to a single Warp Jump roll made by a Mech that starts within 6 cm, and always adds +1 to it's own Warp Jump rolls.

Slann Tadpole Mech:

Tadpoles are light Mechs equipped with Plasma Flamers and a Heavy Minigun. The Plasma Flamer uses the large teardrop template.

Slann Frog Mech:

Frogs are medium-sized Mechs equipped with a Conversion Beamer Cannon and Heavy Miniguns.

Slann Bull Frog Mech:

These are the heavy Slann Mechs. Each add 2 Neuro-Disruptor Missile Launchers to the already formidable armament of the Frog, and are substantially more heavily armoured.

Slann Poison Dart Frog Mech:

The Dart Frogs provide the Slann forces with a very potent anti-aircraft capability. They are modified from the Frog chassis but with the normal weapons systems replaced by the Poison Dart launcher. The "poison darts" are in fact an extremely sophisticated missile and sensor package. They are highly optimized for anti-flyer work. As such, they do not suffer the normal 25cm penalty for targeting flyers at high altitude and gain an additional -2 TSM against flyers (but not floaters).

Superheavies

Dracon Megadon:

Megadons are massive, stocky herbivorous reptiles. Like the Eldar Exodites, Dracon use this species because of the relatively high intelligence of the animals. The Megadon responds to simple commands from handlers in a howdah on the creature's back. The military applications of such a beast are obvious, and in combat they make excellent mobile heavy weapon platforms, combining long range artillery capability with fearsome close combat ability. One problem with the Megadon is that they are just animals, and if they get badly hurt or alarmed, they will not always react as the handlers may wish. The Flamers use the standard small flame template.

Bloodlust: A Megadon is driven mad by the sounds and smells of blood and battle. Roll a D6 in each Orders Phase, and on a 1 it must be placed on Charge Orders and will charge the nearest enemy.

Dracon Carnosaur:

The largest of all the Dragons ridden by the Dracon is the Carnosaur. The Carnosaur is over 10 metres tall and is a terrifying sight to behold. A ferocious predator, it hunts down its prey and kills without mercy. The beast walks on his powerful hind legs, and uses its long tail to balance, which means that the Carnosaur can move at an astounding fast speed. The Dragon has a large reptilian head and its long teeth are sharp enough to tear flesh and bone with consummate ease. Two brave Saurus warriors ride upon the fearsome lizard's back and charging it into enemy lines to cause massive destruction and carnage.

Bloodlust: A Carnosaur is driven mad by the sounds and smells of blood and battle. Roll a D6 in each Orders Phase, and on a 1 it must be placed on Charge Orders and will charge the nearest enemy it can see.

Praetorians

Exodus Stagadon:

After many raids to Squat worlds to retrieve much needed metal ore, the Exodus found that superheavy troop transports were of a great necessity. After many failed attempts on creating one they finally found a design that worked. The Exodus technicians copied the great walking beast of the forest, seeing how hard it was to physically kill one of these it seemed to be the thing to do. Not having the technology to make something of this size into a skimmer, they fell back on their walker technology and came up with a four-legged monstrosity called the Stagadon. After using the Stagadon in battle the Exodus were not pleased with the outcome of the walking tank and felt it impeded their fast strike tactics, so the Stagadon's life was coming to an end. Then in a desperate last gamble during a pitched battle against a Slaaneshi raiding force, one Warleader loaded a Stagadon with Kroxigors, and sent it into battle to soak up the heavy fire his troops were taking from Knights. Much to his surprise the Stagadon reached its enemy and with the help of the Kroxigors broke the Knight household and turned the tide of the battle in his favor. Thus the Stagadon was reborn, but now as an assault vehicle for the Dracon to use. The Stagadon is fitted to be a walking Heavy weapons platform and to be able to lay down support fire for the troops it carries. No longer able to replicate the Warp Shield technology of their cousins, the Exodus technicians had to fall back on simpler Void Shields for protection. The Stagadon may carry up to 12 troop stands. A Stagadon is a Special Card available to both the Exodus and Dracon armies. Stagadon are no longer made for the Exodus army and so numbers are few. To show this you may only choose one Stagadon per 3000 pts in your army.
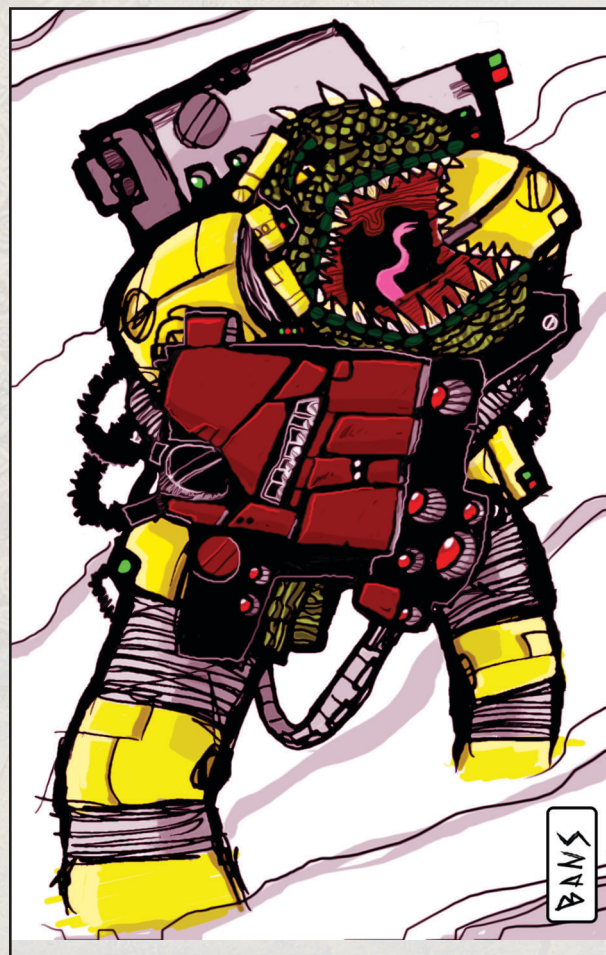
Necron Units

Infantry

Necron Warrior:

The Warriors are the standard foot troops of the Necron force. These fearless troops are an implacable foe and their advanced gauss weaponry and ability to self repair make them a formidable opponent.

Necron Immortal:

The first of the Necrons were granted immortal status. These Elite troops have a stronger chassis and heavier gauss weaponry.

Flayed Ones:

These insane close combat specialists drape themselves in the skin of their most recent victim, and are often used as scouts for a Necron force, infiltrating the battlefield in advance of the main force. Their horrifying visage inspires fear in enemy units.

Pariah:

Pariahs are a sickening fusion of human and Necron, resulting from an aberrant gene found is a very small fraction humans. The Pariah are able to adversely affect Psykers with their powerful emanations of dread. Any Psyker within 25cm of a Pariah stand my only use psychic powers if it first rolls 5+ on a D6.

Necron Lord:

Necron Lords are the company commanders of the Necron forces. They are formidable warriors at both range and in close combat.

Necron Platinum Lord:

Necron Platinum Lords are the supreme commanders of the Necron forces, being one of the few units that retain a degree of sentience. In addition to their normal weaponry, they also carry the Orb of Resurrection which improves the ability of other Necron units to self repair. Destroyed Necron stands within 25cm of a Necron Platinum Lord in the end phase need a 4+ for a successful Living Metal roll.
Platinum Lords are Unique (1 per each full 3000 points).

Cavalry

Wraith:

These ghostly units streak across the battlefield at unnatural speeds, striking rapidly and decisively with their scythe-like claws. There are a number of theories regarding their origin but there is no question of their effectiveness on a battlefield.

Walkers

Destroyer:

Essentially an Immortal fused to a hover plat-form and armed with a fast firing gauss can-non. They are extremely fast, but at the same time very hard hitting, making them difficult units to deal with. They are a Skimmer, and are treated as a Walker class unit.

Destroyer Lord:

class Necron Lords are often fused to a De-stroyer platform to lead those companies. They are a Command and HQ unit, a Skim-mer, and are treated as a Walker class unit.

Tomb Spider:

The Tomb Spider is not an offensive weapon, but rather uses its Scarabs to assist in the re-pair of Necron Units. At close range however, the same Scarabs can be ejected at an enemy and used to swarm and overcome them, giv-ing the Tomb Spiders a surprising sting.
Heavy Destroyer: An upgraded version of the Destroyer with even heavier weaponry. They are used by the Necron to provide mobile anti-armour units.

Heavy Artillery

Pylon:

Pylons have mysteriously appeared on a number of worlds in conjunction with Necron raiding forces. These massive constructions harness huge destructive power; the plasma beam from the Pylon can vaporize the most heavily armoured vehicle in seconds, and there are significant self protection routines in place to protect the Pylon from close as-sault. To represent their mysterious appear-ance, Pylons have the Teleport special ability. Once placed on the table, the Pylon may no longer move. A Pylon has a 360 degree arc of fire for all its weapons. A Pylon counts as a Superheavy unit as well as Heavy Artillery. Living Metal may be used to regenerate any Damaged result on the Superheavy Dam-age Table. A result of 4-6 on the Superheavy table will still destroy them outright however, and no Living Metal roll is taken.

Heavy Off-Board Artillery:

Any Necron Lord unit may give up their normal shooting to instead call down an off-board artillery strike at any point in LoS. This is at the cost of 3VPs being awarded to their opponent. The attack is a huge fragmentation warhead, with the individual fragments being Necron Scarabs. The Scar-abs remain after the initial bombardment and will continue to attack enemy units. After the initial bombardment has been resolved do not remove the template. It remains for the rest of the game. The Necron player may move the template up to 5 cm in any direction as a normal activation during the movement phase. Any enemy units at least half under the template will be attacked at the end of the movement phase in subsequent turns. Resolve as for the initial bombardment, but with BP and TSM halved. Units are not pinned by the template.

'Knights

C'tan Nightbringer:

The Nightbringer has 10 wounds and these may be repaired with the Living Metal ability. However, if the repair attempt fails that wound becomes permanent and you may not attempt to repair it again in subsequent turns. If the C'tan is defeated in Close Combat it takes a number of wounds equal to the difference in the scores.

Should the Nightbringer end a turn with no remaining wounds after all Living Metal attempts, its Necrodermis explodes spectacularly. All units within 3D6 are hit on a 4+ at -2 TSM.

The Nightbringer may use one of the following star god powers once per turn:

- 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.

- 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.

C'tan Deceiver:

The Deceiver has 8 wounds and these may be repaired with the Living Metal ability. However, if the repair attempt fails that wound becomes permanent and you may not attempt to repair it again in subsequent turns. If the C'tan is defeated in Close Combat it takes a number of wounds equal to the difference in the scores.

Should the Deceiver end a turn with no remaining wounds after all Living Metal attempts, its Necrodermis explodes spectacularly. All units within 3D6 are hit on a 4+ at -2 TSM.

The Deceiver is aptly named, and its greatest power may well be the Grand Illusion. After both armies are fully setup, the Necron player may attempt to re-arrange the deployment of his units. Pick a unit and on a D6 result of 2 or better the player may reposition that unit to a new location, still bound by normal army placement rules. For each subsequent unit selected subtract 1 from the die roll (so with good rolls a maximum of 6 units/detachments can be redeployed).

The Deceiver may use one of the following star god powers once per turn:

- 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 25cms, ignoring coherency issues. The attack is resolved against the new unit.

- 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.

Superheavies

Monolith:

These eerie floating mobile fortresses are part transport, part main battle tank, part temple. Their ability to seemingly materialise anywhere and disgorge their cargo of Necron Warriors is perhaps their greatest threat, exceeding the capacity of their weapons in tactical worth. They may use Teleport to enter the battlefields, count as a Skimmer for movement and pinning, but may not make pop-up attacks. Like all Necron units they are immensely difficult to destroy. Living Metal may be used to regenerate any Damaged result on the Superheavy Damage Table. A result of 4-6 on the Superheavy table will still destroy them outright however, and no Living Metal roll is taken.

Titans

True Slann titans are just as much works of art as weapons of destruction. Each has a history containing the life stories of its creators and individually crafted weapons, making every titan a unique creation. They are the pinnacle of Slann Empire technology, combining beauty and grace with heavy defenses and potent weapons. They are also rare, and their appearance is an indication that the Slann attach particular importance to a battlefield.

Titan Warp Jumps

Both the Komodo and the Dragonking titans carry Warp Jump generators. However, their sheer mass requires that they completely root themselves in this reality after a jump so it is not sucked back into the Warp. This means that when a titan Warp Jumps it does not receive the benefit of its Warp Displacement Shields after the jump.

Komodo Dragon Titan

The Komodo is a massive and more potent version of a Mech. It is just as big (though not as tall) as an Imperator Titan and can hold its own against this Imperial monster. The Slann consider the Komodo to be a masterpiece of artwork and only field it in the direst of battles. As with the Imperator titan, armour saves are made on 2D6 instead of 1D6.

Lizard's Breath: This weapon hurls huge balls of super-heated plasma. Place the 6 cm barrage template anywhere within 100 cm and line of sight, and scatter it 2D6 cm. Then place five more templates, each one touching at least two of the previous templates (except for the second one, of course). All units more than half covered by any template are hit on a 3+ with a –2 TSM.

Lizard's Tongue: This weapon pours active plasma on the enemies of the Slann. Use the large teardrop template, and place it one of two ways. The first is the standard 'small tip touching the weapon', or you can place the template up to 20 cm in any direction away from the titan. This represents the weapon shooting the plasma high into the air, having it fall a little further away. With either method, the large end of the template must always point away from the titan. All units at least half under the template are hit on a 3+ roll that ignores cover, and must save at –6 TSM.

Dragonking Assault Titan

The Dragonking is a heavier variant of the Komodo Titan. They are rare and ancient war machines, and perhaps only half a dozen are known to exist. It is deployed only in the direst of situations, which in recent decades have been powerful Tyranid incursions into vital Slann planetary systems. Their sighting marks a Slann campaign of enormous proportions.

To date, no Dragonking has been seen in Imperial space despite many rumors to the contrary. Imperial agents hotly contest any statement of the Dragonking's dominance and raise the Imperator's track record as second to none. No one knows if these boast have reached the Slann's ears. They have only recently begun to deploy forces to forces to the eastern fringe of the galaxy in defense of the Tyranids. There is no doubt the Dragonking forms part of such a great host. As with the Imperator titan, armour saves are made on 2D6 instead of 1D6.

Dragon's Breath Warp Cannon: These weapons fire projectiles of concentrated warp energy, energized by independent plasma generators to maximize power. Place the large 12 cm barrage template anywhere within 100 cm and line of sight, and scatter it 2D6 cm. All units touching the template are hit on a 3+ that Ignores Cover, and must save at –4 TSM. Large units such as titans, praetorians and buildings are hit D6 times with Penetrating +2.

Razorfang Titan

The Slann "scout" titans are on par with the Imperial Warlord in size and strength. Since they do not require as many resources to build, the Slann are increasingly using these in battle to counteract the numerical superiority of the Tyranid bio-titans.

Plasma Warp Cannon: This weapons warps a bubble of plasma onto the enemy. Place the large 12 cm barrage template anywhere within line of sight, and scatter it 2D6 cm. All units under the template are hit on a 3+ roll that ignores cover modifiers, and must save at –4 TSM. Large units such as titans, praetorians and buildings that are under the template may receive multiple hits - roll a D3 to determine how many To-Hit rolls to make against the unit. This weapon will destroy buildings on a single failed save.

Necron Tomb Stalker

An increasingly common foe of the Slann Titans. Like all Necron units the Tomb Stalker is very capable of self repair. Any area damaged by an attack may attempt to repair in the end phase (unless otherwise noted).

Dragonking Titan Template

Move	CAF	Shields	Repair	Notes
10 cm	+18	Warp Displacement: 3+ fixed before armour save	3+	Warp Jump 3+ Psychic Save Armour Saves made on 2D6

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Dragon's Breath	100 cm	8 BP	3+	-4	12 cm Template, Ignores Cover, Penetrating +2
Dragon's Breath	100 cm	8 BP	3+	-4	12 cm Template, Ignores Cover, Penetrating +2
Plasma Burner	25 cm	4	5+	-	Ignores Cover
Striking Asp (L)	50 cm	4	4+	-	
Striking Asp (R)	50 cm	4	4+	-	
King Cobra Blaster	50 cm	6	4+	-3	

Front

	Carapace 1+	Carapace 1+	K. Cobra 3+	Carapace 1+	Carapace 1+	
Carapace 1+	Carapace 1+	Carapace 1+	Bridge 1+	Carapace 1+	Carapace 1+	Carapace 1+
D. Breath 3+	Str. Asp. 3+	Carapace 1+	Reactor 1+	Carapace 1+	Str. Asp. 3+	D. Tongue 3+
D. Breath 3+			Warp sh. 1+			D. Tongue 3+
	Leg 2+	Leg 2+		Leg 2+	Leg 2+	
	Leg 2+	Leg 2+		Leg 2+	Leg 2+	

Rear

	Carapace 2+	Carapace 2+	C.Pyth. 4+	Carapace 2+	Carapace 2+	
Carapace 2+	Carapace 2+	Carapace 2+	WJG 2+	Carapace 2+	Carapace 2+	Carapace 2+
D. Tongue 4+	Str. Asp. 4+	Carapace 2+	Reactor 3+	Carapace 2+	Str. Asp. 4+	D. Breath 4+
D. Tongue 4+			Warp sh. 3+			D. Breath 4+
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	

Side

Carapace 2+		
Carapace 2+		
Carapace 2+	Bridge 2+	
Weapon 4+	Weapon 4+	
Leg 3+	Leg 3+	Leg 3+
	Leg 3+	

Dragonking Damage Tables

Bridge:

1-2 CAF halved and it may only move, Warp, or fire if you first roll a 4+ on 1D6 until damage is repaired.

3 CAF halved for the rest of the game.

4 Same as 1 2, except cannot be repaired.

5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

Reactor:

1-2 May not move or fire, or repair other damage until repaired.

3-4 The Stasis Generator is disrupted which will cause a huge temporal rift. If not repaired at the end of the turn the Komodo will be frozen in time and can do nothing for the next 1-3 turns.

5-6 Stasis Generator explodes in a meltdown! The Titan is frozen in time for the rest of the game. Any vehicles or troop stands within 3D6 cm are automatically caught in the temporal rift for 1D3 turns. All models affected will come out of the temporal rift at the same time.

Warp Jump Generator:

1-2 The Warp Jump generators are shut down and may not be used until repaired.

3-4 The Titan's Warp Jump generators are shut down and may not be used any further in the game.

5 The Titan is sucked back into the Warp and may be swallowed. Roll a D6. On 5-6 the Magus guides the Titan back to this reality, but it is slightly displaced. Thus roll 3D6 and a scatter dice to determine new location. On 1-4 the Titan is sucked into the Warp as described below:

6 The Titan's Warp Jump Generators overload and explode. The Titan is sucked into the Warp and is removed from the table. Any models within 2D6 cm must make an unmodified save to avoid being drawn into the Titans wake.

Leg:

1-2 Damaged, speed drops by half cannot enter difficult terrain. Titan can still Warp Jump.

3-4 Damaged heavily. Roll a D6 in each end phase, subtract 2 if the Titan has Charge Orders, and 1 if Advance orders. If the result is 0 or less, the leg snaps, and the Titan crashes to the ground and is destroyed. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed. Titan can still Warp Jump.

5 Titan crippled. It may not move or turn for the rest of the game. Titan cannot Warp Jump.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

Weapon/ Striking Asp & King Cobra:

1-2 Weapon damaged and cannot be used until repaired.

3-4 Weapon destroyed and cannot be used in this battle.

5 Weapon is blown off the Titan and scatters 2D6cm in a random direction. Any models it hit must make an unmodified save to avoid destruction.

6 Weapon is blown off the Titan as above, but there is a flashback to Titan's hull. Roll a D6. On 1-2 roll for damage on the Carapace, on 3-4 the Reactor, and on 5-6 on the Head.

Weapon/ Dragon's Breath:

1-2 Weapon damaged and cannot be used until repaired.

3-4 Weapon destroyed and cannot be used in this battle.

5 Weapon is destroyed as above, but also continues to gate and vent Plasma. At the beginning of the Advance Turn roll a scatter dice to determine the direction of the venting plasma. Place the template at the mouth of the weapon as usual. All effects on other models are taken as usual. If the venting plasma strikes the titan roll to hit on three randomly generated locations on the damage template.

6 The weapon is destroyed and explodes, causing damage to adjacent locations. Each location suffers a hit with -3 to save modifier and a +1 to damage modifier.

Warp Displacement Shield Generators:

1-3 Titan's Warp Displacement Shield will not work until it is repaired. Plasma Burners are destroyed.

4-5 Titan's Warp Displacement Shield stops working for the rest of the game. Plasma Burners are destroyed.

6 The Warp Shield Generator is Destroyed as above. In addition, arcing energy lashes out and damages another location. Roll a D6 to find out which location is hit: 1-2 = Reactor, 3-4 = Bridge, 5-6 = Carapace. Roll on the appropriate damage table immediately.

Weapon/Dragon's Breath:

1 2 Weapon damaged and cannot be used until repaired.

3 4 Weapon destroyed and cannot be used in this battle.

5 Weapon is destroyed as above, but also continues to gate and vent Plasma. At the beginning of the Advance Turn roll a scatter dice to determine the direction of the venting plasma. Place the template at the mouth of the weapon as usual. All effects on other models are taken as usual. If the venting plasma strikes the titan roll to hit on three randomly generated locations on the damage template.

6 The weapon is destroyed and explodes, causing damage to adjacent locations. Each location suffers a hit with -3 to save modifier and a +1 to damage modifier.

Carapace:

1-3 The Carapace is damaged. Next hit in same location gives +1 to damage roll.

4-5 The location is heavily damaged. Roll a new hit roll on adjacent non-carapace location.

6 The carapace location is blown off. Automatic hit on adjacent non-carapace location. Roll for damage.

Komodo Dragon Titan Template

Move	CAF	Shields		Repair	Notes
10 cm	+14	Warp Displacement: 3+ fixed before armour save		3+	Warp Jump 3+ Psychic Save Armour Saves made on 2D6

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Lizard's Breath	100 cm	8 BP	3+	-2	6 Templates, Special
Lizard's Tongue	20 cm	Template	3+	-6	Ignores Cover, Special
Plasma Burner	25 cm	4	5+	0	Ignores Cover
Striking Asp (Left)	50 cm	4	4+	0	
Striking Asp (Right)	50 cm	4	4+	0	
Coiled Python	50 cm	4	4+	-3	

Front

	Carapace 2+	Carapace 2+	K. Cobra 4+	Carapace 2+	Carapace 2+	
Carapace 2+	Carapace 2+	Carapace 2+	Bridge 2+	Carapace 2+	Carapace 2+	Carapace 2+
L. Breath 4+	Str. Asp. 2+	Carapace 2+	Reactor 2+	Carapace 2+	Str. Asp 4+	L. Tongue 4+
L. Breath 4+			Warp sh. 2+			L. Tongue 4+
	Leg 2+	Leg 2+		Leg 2+	Leg 2+	
	Leg 2+	Leg 2+		Leg 2+	Leg 2+	

Rear

	Carapace 2+	Carapace 2+	C.Pyth. 4+	Carapace 2+	Carapace 2+	
Carapace 2+	Carapace 2+	Carapace 2+	WJG 2+	Carapace 2+	Carapace 2+	Carapace 2+
L. Tongue 4+	Str. Asp. 4+	Carapace 2+	Reactor 2+	Carapace 2+	Str. Asp 4+	L. Breath 4+
L. Tongue 4+			Warp sh. 2+			L. Breath 4+
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	
	Leg 3+	Leg 3+		Leg 3+	Leg 3+	

Side

Carapace 2+		
Carapace 2+		
Carapace 2+	Bridge 2+	
Weapon 4+	Weapon 4+	
Leg 3+	Leg 3+	Leg 3+
	Leg 3+	

NetEpic

Komodo Dragon Damage Tables

Bridge:

1-2 CAF halved and it may only move, Warp, or fire if you first roll a 4+ on 1D6 until damage is repaired.

3 CAF halved for the rest of the game.

4 Same as 1 2, except cannot be repaired.

5-6 The Titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

Reactor:

1-2 May not move or fire, or repair other damage until repaired.

3-4 The Stasis Generator is disrupted which will cause a huge temporal rift. If not repaired at the end of the turn the Komodo will be frozen in time and can do nothing for the next 1-3 turns.

5-6 Stasis Generator explodes in a meltdown! The Titan is frozen in time for the rest of the game. Any vehicles or troop stands within 3D6 cm is automatically caught in the temporal rift for 1D3 turns. All models effected will come out of the temporal rift at the same time thus only one 1D3 roll is necessary

Carapace/Warp Jump Generator:

1-2 The Warp Jump generators are shut down and may not be used until repaired.

3-4 The Titan's Warp Jump generators are shut down and may not be used any further in the game.

5 The Titan is sucked back into the Warp and may be swallowed. Roll a D6. On 5-6 the Magus guides the Titan back to this reality, but it is slightly displaced. Thus roll 3D6 and a scatter dice to determine new location. On 1-4 the Titan is sucked into the Warp as described below:

6 The Titan's Warp Jump Generators overload and explode. The Titan is sucked into the Warp and is removed from the table. Any models within 2D6 cm must make an unmodified save to avoid being drawn into the Titans wake.

Leg:

1-2 Damaged, speed drops by half, cannot enter difficult terrain. Titan can still Warp Jump.

3-4 Damaged heavily. Roll a D6 in each end phase, subtract 2 if the Titan has Charge Orders, and 1 if Advance orders. If the result is 0 or less, the leg snaps, and the Titan crashes to the ground and is destroyed. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed. Titan can still Warp Jump.

5 Titan crippled. It may not move or turn for the rest of the game. Titan cannot Warp Jump.

6 The leg is blown apart and the Titan collapses to the ground. Decide randomly which way the Titan falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.

Weapon/ Striking Asp & Coiled Python:

1-2 Weapon damaged and cannot be used until repaired.

3-4 Weapon destroyed and cannot be used in this battle.

5 Weapon is blown off the Titan and scatters 2D6cm in a random direction. Any models it hit must make an unmodified save to avoid destruction.

6 Weapon is blown off the Titan as above, but there is a flashback to Titan's hull. Roll a D6. On 1-2 roll for damage on the Carapace, on 3-4 the Reactor, and on 5-6 on the Head.

Weapon/ Lizard's Breath:

1-3 Weapon damaged and cannot be used until repaired.

4-5 Weapon destroyed and cannot be used in this battle.

6 The weapon is destroyed and explodes, causing damage to adjacent locations. Each location suffers a hit with -3 savings throw modifier and a +1 to Damage Modifier.

Warp Displacement Shield Generators:

1-3 Titan's Warp Displacement Shield will not work until it is repaired. Plasma Burners are destroyed.

4-5 Titan's Warp Displacement Shield stops working for the rest of the game. Plasma Burners are destroyed.

6 The Warp Shield Generator is Destroyed as above. In addition, arcing energy lashes out and damages another location. Roll a D6 to find out which location is hit: 1-2 = Reactor, 3-4 = Bridge, 5-6 = Carapace. Roll on the appropriate damage table immediately.

Weapon/Lizard's Tongue:

1-2 Weapon damaged and cannot be used until repaired.

3-4 Weapon destroyed and cannot be used in this battle.

5 Weapon is destroyed as above, but also continues to gate and vent Plasma. At the beginning of the Advance Turn roll a scatter dice to determine the direction of the venting plasma. Place the template at the mouth of the weapon as usual. All effects on other models are taken as usual. If the venting plasma strikes the titan roll to hit on three randomly generated locations on the damage template.

6 The weapon is destroyed and explodes, causing damage to adjacent locations. Each location suffers a hit with -3 to save modifier and a +1 to damage modifier.

Razorfang Titan Template

Move	CAF	Shields	Repair	Notes
10 cm	+12	Warp Displacement: 3+ fixed before armour save	3+	3+ Psychic Save

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Plasma Warp Cannon	Template	Special	3+	-4	12 cm Template, Ignores Cover
Plasma Burner	25 cm	4	5+	-	Ignores Cover
Gauss Flayer Cannon	50 cm	2	3+	-2	
Conversion Beamer Cannon	100 cm	4	3+	-D6	

Front

Carapace 2+	PWC 2+	Carapace 2+
Carapace 2+	Bridge 1+	Carapace 2+
Gauss 3+	Carapace 2+	Gauss 3+
	C.Cannon 3+	
Leg 2+		Leg 2+
Leg 2+		Leg 2+

Rear

Carapace 2+	PWC 2+	Carapace 2+
Carapace 2+	WarpJG 2+	Carapace 2+
Gauss 3+	Reactor 2+	Gauss 3+
	WarpSh. 2+	
Leg 2+		Leg 2+
Leg 2+		Leg 2+

Side

Carapace 2+
Carapace 2+
Weapon 3+	Carapace 2+
C.Cannon 3+	Carapace 2+
Leg 2+	Leg 2+
	Leg 2+

Head

1-2	Damaged. CAF halved and only move or fire on a 4+.
3	CAF halved for the rest of the game.
4	Same as 1 2, except damage cannot be repaired.
5-6	The Titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls. Any vehicles or troop stands that are fallen on are destroyed.

Warp Jump Generator

1-3	Damaged. No Warp Jumps until repaired.
4	Destroyed. No more Warp Jumps.
5	Destroyed. The titan is sucked into the Warp and may be swallowed. Roll a D6, and on 5+ the titan is guided back to this reality, but scattered 3D6 cm. On 1-4 the titan is sucked into the Warp as in result 6 (below).

Weapon

1-3	Weapon damaged and cannot be used until repaired.
4-5	Weapon destroyed and cannot be used in this battle.
6	Weapon is blown off the titan. If the Warp or Conversion Cannons are destroyed, roll to hit every adjacent location with a –3 TSM and +1 on the damage tables.

Leg

1-2	Damaged. Half speed and cannot enter difficult terrain.
3-4	Leg is heavily damaged. Roll a D6 in each End Phase; subtract 2 if the titan has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below).
5	Destroyed. Titan may not move, turn or Warp Jump.
6	The leg is blown apart and the titan falls.

Warp Displacement Shield Generator

1-3	Damaged. Shield will not work until repaired. Plasma Burners destroyed.
4-5	Destroyed, along with the Plasma Burners.
6	Shield and Burners are destroyed, and roll damage to: 1-2 Reactor, 3-4 Head, 5-6 Carapace.

Reactor

1-2	Reactor damaged. Titan may not move, fire or repair other damage until the reactor is repaired.
3-4	Reactor off-line. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).
5 6	Reactor explodes! The Titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.

Carapace

1-3	Carapace is damaged. +1 to further damage rolls.
4-5	Carapace is penetrated! Roll against the armour on adjacent non-Carapace location.
6+	Carapace blown off! Roll damage to an adjacent non-Carapace location.

NetEpic

Exodus Stegadon Template

Move	CAF	Shields	Repair	Notes
10 cm on Advance 15 on Charge	+12	4 Void Shields	4+	Transport 12 infantry stands

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Conversion Cannon	75 cm	2	4+	-D6	Turret
Plasma Cannon	50 cm	1	4+	-3	
Multi-Conversion Beamer	50 cm	4	5+	-D3	
Multi-Boltcaster	25 cm	6	5+	-1	

Front

	Weapon 2+	
	Weapon 2+	
Weapon 2+	Hull 1+	Weapon 2+
Weapon 2+	Bridge 1+	Weapon 2+
Hull 1+	Hull 1+	Hull 1+
Leg 3+		Leg 3+

Rear

	Weapon 2+	
	Weapon 2+	
Weapon 2+	Hull 1+	Weapon 2+
Weapon 2+	Hull 1+	Weapon 2+
Hull 1+	Reactor 1+	Hull 1+
Leg 3+		Leg 3+

Side

Weapon 2+	Weapon 2+	Weapon 2+	Weapon 2+
Weapon 2+	Weapon 2+	Weapon 2+	
Weapon 2+	Hull 1+	Weapon 2+	
Leg 2+	Hull 1+	Leg 2+	
Leg 3+		Leg 3+	
Leg 3+		Leg 3+	

Bridge		Reactor	
1-2	Bridge damaged. CAF halved and the titan may only move or fire if you roll a 4+ on a D6.	1-2	Reactor damaged. Stagadon may not move, fire or repair other damage until the reactor is repaired.
3	Bridge damaged. CAF halved for the rest of the game.	3-4	Reactor damaged. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).
4	Bridge destroyed. CAF halved and the titan may only move or fire if you roll a 4+ on a D6.	5-6	Reactor explodes! The Stagadon is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.
5 6	The Stagadon crashes to the ground as a result of the explosions. Decide randomly which way the Stagadon falls. Any vehicles or troop stands that are fallen on are destroyed.		

Weapon		Leg	
1-2	Weapon damaged.	1-2	Leg damaged. Speed drops by half and the titan cannot enter difficult terrain.
3-4	Weapon destroyed.	3-4	Leg damaged. Roll a D6 in each End Phase; subtract 2 if the Stagadon has Charge Orders and 1 if Advance Orders. If the result is 0 or less, the leg snaps as in 6 (below).
5	Weapon is blown off the Stagadon and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction. This damage may not be repaired.	5	Leg destroyed. Stagadon may not move or turn.
6	Same as 5, but there is a flashback to the Stagadon's hull. Roll a D6. On 1-3 roll for damage on the Reactor, 4-6 on the Head.	6	The leg is blown apart, the Stagadon crashes to the ground and is destroyed. Decide randomly which way the Stagadon falls. Any vehicles or troop stands that are fallen on are destroyed.

Hull			
1-5	The hull is weakened. Add +1 to any future damage rolls against the hull. This damage may not be repaired.	6+	Bridge hit if the front half of the Stagadon, Reactor if the rear. Any points over 6 are bonuses to the second damage roll.

Necron Tomb Stalker Titan Template

Move	CAF	Shields	Self-Repair	Notes
25 cm	+14	None	3+	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.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Gauss Blaster	50 cm	6	4+	-1	Functions as Power Claw
Particle Beam Cannon	100 cm	2	3+	-4	

Front

	Head 1+	
Hull 1+	Hull 1+	Hull 1+

Weapon 2+	Hull 1+	Leg 1+	Hull 1+	Weapon 2+
	Leg 1+		Leg 1+	
	Leg 1+		Leg 1+	
	Leg 1+		Leg 1+	

Rear

	Head 3+	
Hull 3+	Reactor 3+	Hull 3+

Weapon 2+	Hull 3+	Leg 2+	Hull 3+	Weapon 2+
	Leg 2+		Leg 2+	
	Leg 1+		Leg 1+	
	Leg 1+		Leg 1+	

Side

			Head 1+
Hull 1+	Hull 1+	Hull 1+	Hull 1+
Leg 2+	Leg 2+	Weapon 2+	Weapon 2+
Leg 2+	Leg 2+	Leg 1+	
Leg 2+	Leg 2+	Leg 1+	
Leg 1+	Leg 1+	Leg 1+	

Head

1-2	Head damaged. CAF halved and the titan may only move or fire if you roll a 4+ on a D6.
3	Head damaged. CAF halved for the rest of the game.
4-5	Head destroyed. CAF halved and the titan may only move or fire if you roll a 4+ on a D6.
6	The Titan crashes to the ground as a result of the explosions. Decide randomly which way the Titan falls. Any vehicles or troop stands that are fallen on are destroyed. It may not be repaired.

Reactor

1-3	Reactor damaged. Titan may not move, fire or repair other damage until the reactor is repaired.
4-5	Reactor damaged. If the reactor is not repaired at the end of this turn, it explodes as 5-6 (below).
6	Reactor explodes! The Titan is removed from the game. Any vehicles or troop stands within 3D6 cm are automatically hit, and must make an unmodified save to avoid destruction.

Weapon

1-2	Weapon damaged.
3-4	Weapon destroyed.
5	Weapon is blown off the titan and scatters 2D6 cm in a random direction. Any models it hits must make an unmodified save to avoid destruction. This damage may not be repaired.
6	Same as 5, but there is a flashback to the titan's hull. Roll a D6. On 1-3 roll for damage on the Reactor, 4-6 on the Head.

Leg

1-2	Leg damaged. Speed drops by 5cm for each such result and the titan cannot enter difficult terrain.
3-4	Leg damaged. Speed drops by 15cm and the titan cannot enter difficult terrain.
5	Leg destroyed. Titan may not move but may turn. If the Tomb Spider is suffering from three 5 or 6 results at any time it is destroyed.
6	The leg is blown apart, and is unable to be repaired. If the Tomb Spider is suffering from three 5 or 6 results at any time it is destroyed. Remove it from the game.

Hull

1-7	The hull is weakened. Add +1 to any future damage rolls against the hull.
8+	A massive explosion rips a huge hole in the hull destroying the titan. Remove it from the game.

netEPIC

True Slann Army Cards

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
True Slann Gravguard Company	Command Vanguard 3 Gravguard Detachments	8	2	9	900
True Slann Spawnguard Company	Command Vanguard 3 Spawnguard Detachments	8	2	8	750
True Slann Tadpole Light Mech Pod	Vanguard Tadpole 2 Tadpole Detachments	4	1	7	700
True Slann Frog Medium Mech Pod	Vanguard Frog 2 Frog Detachments	4	1	9	900
Special Cards	**Contents**	**Break Point**	**Morale**	**Victory Points**	**Cost**
True Slann Great Magus	Great Mage stand	Stand	-	2	150
True Slann Mage in Tadpole	Great Mage in Tadpole Mech	Model	-	3	200
True Slann Mage in Frog	Great Mage in Frog Mech	Model	-	3	250
True Slann Mage in Bullfrog	Great Mage in Bullfrog Mech	Model	-	3	300
True Slann Time Mage	Time Mage Mech	Model	-	3	300
True Slann Vanguard Battlesuits	5 Vanguard stands	3	-	4	400
Titans					
True Slann Dragonking Assault Titan	Dragonking	Model	-	25	2000
True Slann Komodo Titan	Komodo	Model	-	15	1500
True Slann Razorfang Combat Titan	Razorfang	Model	-	10	1000

Exodus Slann Army Cards

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Exodus Spawnband	Warchief stand & Command Newt Special Cards	9	3	6	600
Exodus Berserkers	Warchief stand & Command Newt 3 Exodus Warp Walker Detachments	9	3	7	650
Exodus Raiders	Mounted Warchief stand Cold One Rider Squad 2 Raptor Rider Squads	8	3	7	650
Exodus Mechanized Company	Warchief stand & Command Newt 2 Exodus Mechanized Detachments 1 Exodus Gecko Squadron	12	3	8	800
Exodus Tank Company	Warchief stand & Command Newt 3 Exodus Frog Squadrons	6	3	9	900
Special Cards	**Contents**	**Break Point**	**Morale**	**Victory Points**	**Cost**
Exodus Mage Chief	Mage Chief stand & Command Newt	Stand	-	2	150
Exodus Stalker horde	Warchief stand 8 Exodus Stalkers	5	3	7	700
Praetorians					
Exodus Stagadon	Stagadon	Model	2	3	300

Dracon Army Cards

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Dracon Regulators	2 Dracon Temple Guard stands Kroxigor Detachment 3 Saurus Regulaar Detachments	11	3	7	700
Dracon Support	2 Dracon Temple Guard stands 2 Kroxigor Detachment 2 Saurus Heavy Detachments	11	3	8	750
Dracon Skirmishers	4 Skink Scout Detachments	10	4	6	550
Dracon Raiders	Temple Guard Dragoon stand 2 Cold One Rider Squad 2 Raptor Rider Squads	11	3	8	750

Special Cards	Contents	Break Point	Morale	Victory Points	Cost
Megadon Herd	3 Megadon	Each	2	3	800
Dracon Shaman	Dracon Shaman + 1 Dracon Temple Guard stand	Shaman	2	1	100
Dracon Temple Guard	2 Dracon Temple Guard stands	2	2	1	50

Praetorians					
Dracon Stagadon	Stagadon	Model	2	3	300

Necron Army Cards

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Warrior Company	1 Necron Lord 3 Warrior Phalanx	10 (15)	-	5	500
Necron Company	1 Necron Lord, 2 Immortal stands + Monolith 3 Necron Phalanx	13 (19)	-	12	1200
Destroyer Company	1 Necron Destroyer Lord 3 Destroyer Phalanx	5(8)	-	4	400
Heavy Destroyer Company	1 Necron Destroyer Lord Heavy Destroyer Company	5(8)	-	8	800
Assault Company	1 Necron Lord 2 Flayed Ones detachment 1 Wraith detachment	10 (15)	-	6	600
Pariah Company	3 Pariah detachments	9 (14)	2	4	400

Special Cards	Contents	Break Point	Morale	Victory Points	Cost
Tomb Spider	1 Tomb Spider stand	Model	-	1	50
Nightbringer	1 C'tan Nightbringer	Model	-	5	450
Necron Supreme Commander	1 Necron Platinum Lord + 2 Immortal stands	Model	-	2	150
Deceiver	1 C'tan Deceiver	Model	-	3	300
Tomb Stalker	1 Tomb Stalker Titan	Model	-	4	400

Support Cards	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
True Slann Gravguard Detachment	5 Gravguard Battlesuit stands	3	2	4	350
True Slann Spawnguard Detachment	5 Spawnguard Battlesuit stands	3	2	3	250
Exodus Ghost Warrior Detachment	5 Ghost Warrior stands	3	3	3	300
Exodus Warp Walker Detachment	5 Warp Walker stands	3	3	2	200
Exodus Warrior Detachment	5 Warrior stands	3	3	2	200
Exodus Mechanized Detachment	6 Warrior stands, 3 Newt APCs	5	3	3	300
Dracon Kroxigor Detachment	5 Kroxigor stands	3	3	2	200
Dracon Saurus Regular Detachment	5 Saurus stands	3	3	2	150
Dracon Saurus Heavy Detachment	5 Saurus Heavy support stands	3	3	3	250
Dracon Skink Scout Detachment	Great Crested Skink stand & 4 Skink stands	3	4	2	150
Necron Warrior Phalanx	6 Necron Warrior stands	3 (+4)	-	3	200
Necron Phalanx	6 Necron Warrior stands + Monolith	4 (+5)	-	5	400
Necron Immortal Phalanx	6 Necron Immortal stands	3 (+4)	-	3	250
Necron Flayed Ones	6 Flayed Ones stands	3 (+4)	-	2	200
Necron Pariah detachment	6 Pariah stands	3 (+4)	2	2	150
Cavalry					
Exodus Cold One Rider Squad	5 Cold One Rider stands	3	2	2	175
Exodus Raptor Rider Squad	5 Raptor Rider stands	3	2	3	250
Dracon Cold One Rider Squad	5 Cold One Rider stands	3	3	2	150
Dracon Raptor Rider Squad	5 Raptor Rider stands	3	3	3	250
Necron Wraith Phalanx	6 Wraith stands	3 (+4)	-	2	200

Walkers					
Exodus Stalker Squad	3 Stalkers	2	3	2	200
Dracon Salamanders	3 Salamander	2	3	2	150
Dracon Monitor	1 Monitor Lizard	Model	3	1	50
Necron Destroyer Phalanx	3 Destroyer stands	2 (+2)	-	2	150
Necron Heavy Destroyer Phalanx	3 Heavy Destroyer stands	2 (+2)	-	3	250
Vehicles					
Exodus Frog Squadron	3 Frog MBTs	2	2	3	300
Exodus Gecko Squadron	3 Geckos	2	2	2	200
Exodus Mantis Squadron	3 Mantis APCs	2	2	2	150
Exodus Newt Squadron	3 Newts	2	2	1	100
Exodus Tiger Moth AA Battery	3 Tiger Moths	2	2	3	250
Exodus Salamander Battery	3 Salamanders	2	2	2	150
Heavy Artillery					
Necron Pylon	1 Pylon	Model (+1	-	3	300
Necron Heavy Off-Table Barrage	Scarab Swarm Round	-	-	-	3 VP
Flyers					
Dracon Taradon Rider Squad	5 Taradon Rider stands	3	2	2	200
Knights					
True Slann Tadpole Detachment	3 Tadpole Light Mechs	2	1	3	300
True Slann Frog Detachment	3 Frog Medium Mechs	2	1	4	400
True Slann Bullfrog Detachment	3 Bullfrog Heavy Mechs	2	1	5	500
True Slann Poison Dart Frog Mech	1 Poison Dart Frog Mech	1	1	2	200
Superheavies					
Dracon Carnosaur	Carnosaur	Model	2	2	200
Dracon Megadon	Megadon	Model	2	3	300
Necron Monolith	1 Necron Monolith	Model (+1)	-	2	150

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Special									
True Slann Great Mage Battlesuit	15 cm	4+f	+6	Heavy Minigun Missiles	25 cm 50 cm	2 2	5+ 5+	-1 .2	Command, Fearless, HQ, Psyker, Warp Jump, Special
True Slann Great Mage Mech				As Mech Type					As above
True Slann Time Mage Mech	15 cm	1+/4+f	+4	Stasis Beam Cannons Conversion Cannon Heavy Minigun	75 cm 75 cm 25 cm	1-2 2 2	4+ 4+ 5+	Special -D6 -1	Command, HQ, Psyker, Special, Warp Jump
Exodus Mage Chief	10 cm	5+f	+4	Ancient Weapons	50 cm	2	5+	-1	Command, HQ, Psyker, Ignores Cover, Special
Exodus Warchief	10 cm	5+f	+5	Ancient Weapons	50 cm	2	5+	-1	Command, HQ, Ignores Cover
Exodus Warleader	10 cm	5+f	+4	Ancient Weapons	50 cm	2	5+	-1	Command, HQ, Ignores Cover
Dracon Saurus Temple Guard	10 cm	5+f	+5	Exodus Halberd	50 cm	1	5+	-1	HQ, Special
Dracon Great Crested Skink	10 cm	6+	+1	Boltcaster Sniper Rifle	50 cm	1	4+	0	HQ, Infiltration, Sniper, Stealth
Dracon Shaman	10 cm	6+	+0	Staff of the Old Ones	25 cm	1	4+	-1	Command, HQ, Psyker
Necron Platinum Lord	10 cm	4+f	+7	Orb of Resurrection	35 cm	1	3+	-2	Fearless, Inorganic, Living Metal, Command, HQ, Special
C'tan - Nightbringer	10 cm	1+	+12	Lightning Arcs	25 cm	4	4+	-1	Inorganic, Living Metal, Command, Skimmer, Wounds 10, Special
C'Tan - The Deceiver	10 cm	1+	+10		-	-	-	-	Inorganic, Living Metal, Command, Skimmer, Wounds 8, Special
Infantry									
True Slann Gravguard Battlesuit	15 cm	5+f	+1	Laser	75 cm	2	4+	-1	Jump Pack
True Slann Spawnguard Battlesuit	15 cm	5+f	+3	Missiles	50 cm	1	4+	-2	Jump Pack
True Slann Vanguard Battlesuit	15 cm	4+f	+5	Missiles	50 cm	2	4+	-2	Jump Pack, 4+ Psychic Save
Exodus Ghost Warrior	10 cm	5+f	+1	Heavy Conversion Beamer	75 cm	2	5+	-D3	Special
Exodus Warp Walker	>40 cm	6+	+4	Boltcaster	25 cm	1	5+	0	Warp Jump
Exodus Warrior	10 cm	6+	+2	Boltcaster Rifle	50 cm	1	5+	0	
Dracon Kroxigor	10 cm	5+f	+6	Warp Claws	-	-	-	-	Special
Dracon Saurus Regular	10 cm	-	+1	Boltcaster Rifle	50 cm	1	5+	0	
Dracon Saurus Heavy	10 cm		+0	Conversion Beamer	50 cm	2	5+	-D3	
Dracon Skink Scout	10 cm	-	-1	Boltcaster Sniper Rifle	50 cm	1	4+	0	Infiltration, Sniper, Stealth
Necron Lord	10 cm	5+f	+5	Staff of Light	25 cm	2	4+	-2	Fearless, Inorganic, Living Metal, Command, HQ
Necron Warrior	10 cm	-	+2	Gauss Flayer	50 cm	1	5+	0	Fearless, Inorganic, Living Metal
Necron Immortal	10 cm	5+	+2	Gauss Blaster	50 cm	1	5+	-1	Fearless, Inorganic, Living Metal, Elite
Necron Flayed One	10 cm	-	+3	Claws	-	-	-	-	Fearless, Inorganic, Living Metal, Infiltrate, Fear

Name	Move	Save	CAF	Weapon	Range	Attacks	To Hit	Mod	Notes
Necron Pariah	10 cm	-	+2	Gauss Blaster	50 cm	1	5+	-1	Fearless, Special
Cavalry									
Exodus Cold One Rider	25 cm	-	+3	Lightning Lance	25 cm	1	4+	-1	
Exodus Raptor Rider	20 cm	-	+1	Multi Boltcaster	25 cm	3	5+	-1	
Mounted Warchief	25 cm	5+	+5	Conversion Beamer	50 cm	1	5+	-D3	Command, HQ
Dracon Cold One Rider	25 cm	-	+4	Long Rifle	25 cm	1	4+	0	
Dracon Raptor Rider	20 cm	-	+2	Boltcaster	25 cm	2	5+	-1	
Dracon Temple Guard Dragoon	20 cm	-	+3	Boltcaster Cannon	75 cm	1	4+	-1	HQ
Necron Wraith	20 cm	-	+4	Shock Lash	-	-	-	-	Fearless, Inorganic, Living Metal, Stealth
Walkers									
Exodus Stalker	25 cm	-	+1	Boltcaster Cannon Plasma Burner *	75 cm 25 cm	1 3	4+ 5+	-1 0	Stealth, * Ignores Cover
Dracon Salamanders	10 cm	5+	+1	Fire Breath	Template	-	4+	0	Ignores Cover
Dracon Monitor	10 cm	1+	+7	Poison stream	10 cm	1	4+	-2	
Necron Destroyer Lord	30 cm	4+f	+4	Gauss Blaster	50 cm	2	4+	-1	Fearless, Inorganic, Living Metal, Skimmer, Command, HQ
Necron Destroyer	30 cm	5+	+4	Gauss Cannon	50 cm	1	5+	-1	Fearless, Inorganic, Living Metal, Skimmer
Necron Tomb Spider	10 cm	4+	+3	Scarab Swarm	25 cm	4BP	5+	0	Fearless, Inorganic, Living Metal, Mechanic
Necron Heavy Destroyer	20 cm	4+	+2	Hvy Gauss Cannon	75 cm	1	4+	-2	Fearless, Inorganic, Living Metal, Skimmer
Vehicles									
Exodus Frog	25 cm	3+/5+f	+2	Plasma Cannon Heavy Minigun	75 cm 25 cm	1 2	4+ 5+	-3 -1	
Exodus Gecko	20 cm	3+	+2	Boltcaster Cannon Heavy Boltcaster	50 cm 25 cm	1 2	4+ 5+	-2 -1	
Exodus Mantis	25 cm	4+	+1	Twin Heavy Boltcaster	25 cm	2	5+	-1	Transport 2, Special
Exodus Newt	20 cm	4+	0	Heavy Boltcaster	25cm	2	5+	-1	Transport 2
Exodus Salamander	25 cm	5+	0	Neuro-Disruptor Missile	75 cm	1	5+	-	RoF ½
Exodus Tiger Moth	20 cm	5+	0	Gun Missile defense turret	75 cm	2	5+	-2	AA, Quickdraw
Heavy Artillery									
Necron Pylon	0 cm	1+	0	Particle Accelerator * Flux Arcs	125cm 25 cm	2 6	4+ 5+	-4 0	Superheavy, Fearless, Inorganic, Living Metal, Teleport, *Penetrating +2
Necron Heavy Off-Board Barrage	-	-	-	Scarab Swarm	Special	10 BP	varies	-2	Costs 3 VP. Template remains in play.
Fliers									
Dracon Taradon Rider	30 cm	-	+3	Boltcaster	25 cm	1	5+	0	Floater
Knights									
True Slann Vanguard Mech				As Mech Type					add Command, HQ, Special
True Slann Tadpole Mech	25 cm	4+f, 3+	+4	Plasma Flamer * Heavy Minigun	Special 25 cm	Template 2	4+ 5+	-1 -1	* Ignores Cover, Warp Jump, Warp Displacement Field

Name	Move	Save	Pts	Weapons	Range	Attacks	To Hit	TSM	Notes
True Slann Frog Mech	20 cm	4+f, 2+	+3	Conversion Cannon Heavy Minigun	75 cm 25 cm		4+ 5+	-D6 -1	Warp Jump, Warp Displacement Field
True Slann Bullfrog Mech	15 cm	4+f, 1+	+2	Conversion Cannon Heavy Minigun 2 Neuro-Disruptor Missiles *	75 cm 25 cm 75 cm	2 2 2	4+ 5+ 4+	-D6 -1 Special	Warp Jump, Warp Displacement Field, * RoF ½
True Slann Poison Dart Frog Mech	20 cm	4+f, 2+	+2	Poison Dart launcher	75 cm	3	4+	-1	Warp Jump, Warp Displacement Field, AA, Special
Superheavies									
Dracon Carnosaur	20 cm	1+	+12	Boltcaster Cannon Boltcaster	75 cm 25 cm	2 4	4+ 5+	-1 0	Bloodlust, PD(2)
Dracon Megadon	10 cm	1+	+10	Heavy Conversion Beamer Boltcaster Cannons Flamers *	75 cm 75 cm Template	3 4 -	5+ 4+ 4+	-D3 -1 None	Bloodlust, PD(6), *ignores cover
Necron Monolith	20 cm	1+	+3	Particle Whip Flux Arcs	75 cm 25 cm	7BP 4	3+ 5+	-1 0	Fearless, Inorganic, Living Metal, Skimmer, Teleport, Transport 6
Praetorians									
Exodus Stagadon	10 Adv. 15 Ch.	Template	+12	Conversion Cannon * Plasma Cannon * Multi-conversion Beamer Multi-Boltcaster	75 cm 75 cm 50 cm 50 cm	1 1 4 4	4+ 4+ 5+ 5+	-D6 -3 -D3 0	* Turret
Titans									
True Slann Dragonking	10 cm	Template	+18	Lots					Warp Jump, Warp Displacement Field, Special
True Slann Komodo Dragon	10 cm	Template	+14	Lots					Warp Jump, Warp Displacement Field, Special
True Slann Razorfang	10 cm	Template	+12	Lots					Warp Jump, Warp Displacement Field, Special
Necron Tomb Stalker	25 cm	Template	+14	Lots					Special