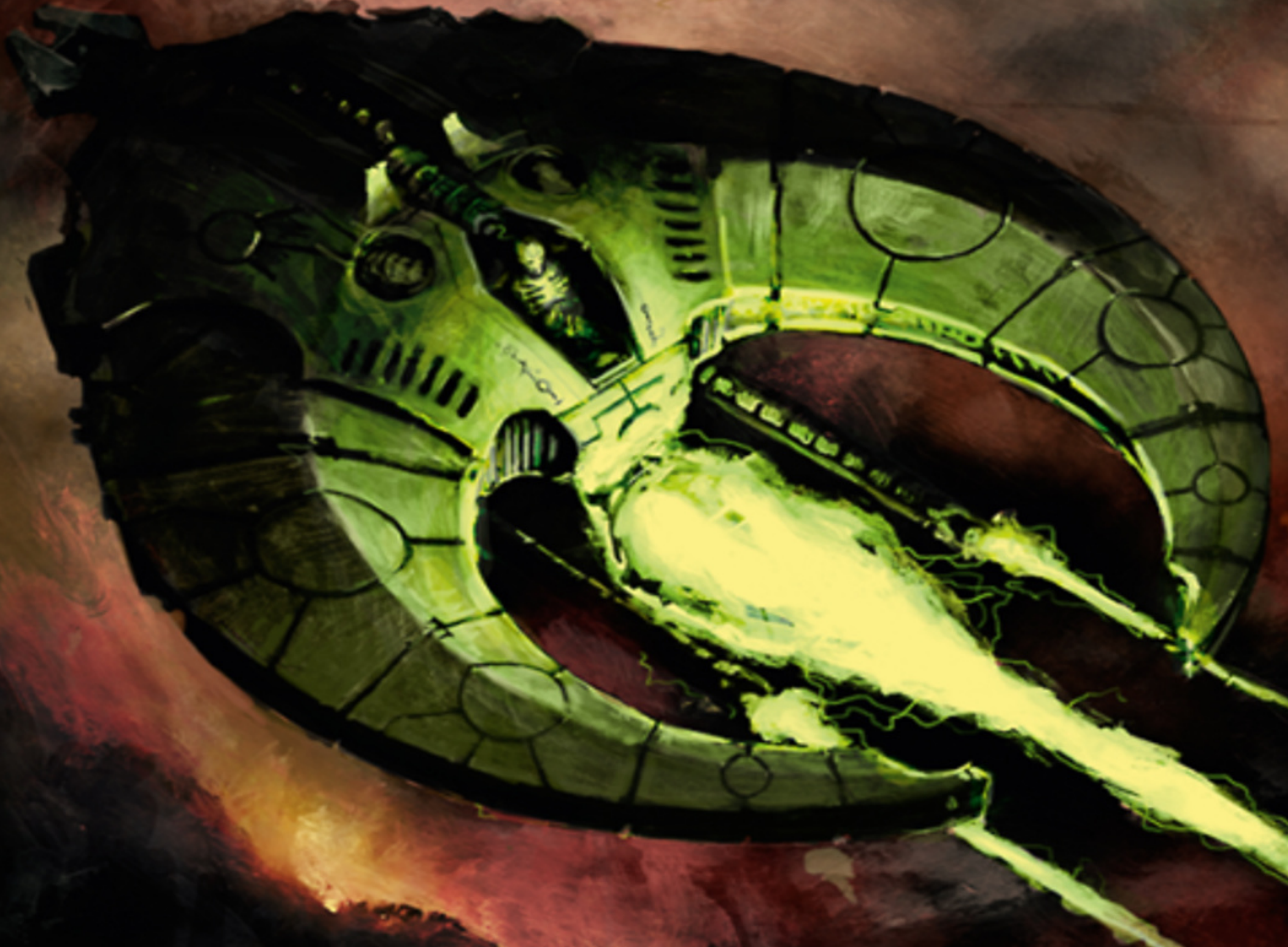


AERONAUTICA IMPERIALIS™



NECRON AIRCRAFT SQUADRON LIST



NECRON AIRCRAFT

The Necrontyr aircraft are a resilient and deadly machines, able to devastate enemies with a fearsome arsenal while weathering a truly impressive amount of damage. Necron aircraft are piloted by a Necron Immortal who is hard-wired into his aircraft. Because of his undying, robotic nature, the pilot is uninhibited by mortal frailties and is able to steer the aircraft at higher speeds and perform more extreme manoeuvres than pilots of flesh and blood. Such niceties as oxygen and pressure are of little consequence for the undying form of the Necrons.

NECRON AIRCRAFT UPGRADES

Harbinger +5 points

The aircraft is piloted by an Immortal with expanded logic. This upgrade may only be taken by one aircraft within a force. Once per game, this aircraft may choose to reroll a dice roll. However, all of the dice rolled must be re-rolled and the player must accept the result of the second roll, even if it is worse.

Canoptek Leech +3 points

A Canoptek Leech is a Necron robotic construct that is primarily dedicated to repairing the living metal, Necrodermis, that comprises all Necron vehicles. This aircraft may choose to reroll a Living Metal dice roll of 1. The player must accept the result of the second roll, even if it is another roll of 1.

Nebuloscope +2 points

An arcane Necron device used to track enemies through seven different dimensions, allowing for far more accurate shots to be fired. If the Night Fighting or Bad Weather rules are in use, this aircraft may fire at Medium range without reducing the number of Firepower dice rolled.

Shield Vanes +5 points

Fitted onto the chassis, and project a weak energy shield that is combined with additional armour panels to increase durability. Once per game, when this aircraft first suffers a damaging hit from enemy fire, the damage is ignored and the Structure point that would have been lost as a result of the Damage dice die are not lost.

Quantum Shielding +2 points

Defensive Necron technology consisting of layers of additional defensive energy shielding that exists out of phase with the rest of the vehicle until the moment enemy projectiles impact the vehicle's surface. If the aircraft suffers extra damage from an enemy weapon with the Extra Damage rule, roll a D6. On a 3+, the extra damage is ignored.


NIGHT SCYTHER

The Night Scythe is the Necron's favoured tool of invasion, a variant of the Doom Scythe that forgoes some of the fighter's heaviest weaponry in favour of a troop transport capacity. This is not to say that the Night Scythe is in any way defenceless — quite the opposite. With its turret mounted telsa destructor, and the nerve-shredding shriek of its engine, the Night Scythe is still a formidable fighter craft in its own right.

Unlike the armoured carriers employed by other races, the Night Scythe does not have a transport compartment as such. Instead, it deploys troops by means of a captive wormhole whose far end is anchored on a distant tomb world. Though this less flexible than the Monolith's eternity gate, it does allow the Night Scythe to mimic the battlefield role of a more conventional transport without jeopardising the existence of its assigned squad.

NIGHT SCYTHER
 CLASS: FIGHTER SPECIAL RULES: LIVING METAL

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POINTS



Aircraft Upgrades

STRUCTURE	2	THROTTLE	3	MIN SPEED	1
TRANSPORT	*	ACE MANOEUVRES	1-8	MAX SPEED	7
FUEL	—	HANDLING	2+	MAX ALTITUDE	5

Additional Weapons

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Telsa Destructors	Front	4-4-0	4+	UL	Telsa

Pilot
Crew

*A Night Scythe does not contain normal transport. Instead the player may purchase Jump Troops at 3 points each to add to a pool for a mission. All Night Scythes draw from this pool for the mission. Each Night Scythe may drop 1 Jump Troop each turn with a +3 modifier to the dice roll. If all Night Scythes are destroyed, the remaining Troops are lost. For missions where Transport Capacity matters for victory points, treat this aircraft as having 1 Transport. If all Night Scythes are destroyed, count the remaining as Troops as well.

SPECIAL RULE: LIVING METAL

The Living Metal composite is a perfect example of this kind of advanced technology — a substance that defies harm by literally healing itself before the eyes of its attacker. At the start of each round, roll a D6 if this model has less than its starting structure. On a roll of 6, it regains 1 structure lost earlier in the game.

SPECIAL RULE: TELSA

Telsa Weapons function by unleashing bolts of living viridian lightning that crackles from foe to foe after hitting its target, charring flesh and melting armour. Weapons with this special rule cause 2 hits on unmodified hit rolls of 6.

DOOM SCYTHER


Doom Scythe are heralds of terror and dismay, supersonic fighter craft that range far ahead of a Necron invasion. They are often deployed to sap the resolve of the enemy before the battle proper begins, for their presence induces an almost irrational terror in living creatures. Should the foe not yield the battle on the Doom Scythe's first pass, its pilot will then unleash the fully fury of his craft's firepower. Telsa destructors explode into life, raking the battlefield with arcs of eldritch lightning, instantly incinerating any infantry not cowering in cover. Armoured targets can perhaps weather this sizzling storm, but they cannot hope to stand against the fury of the Doom Scythe's main weapon — the aptly named and rightly feared death ray.

Seldom a warning before the death ray strikes, for any sound it makes is lost under the unearthly wailing of the Doom Scythe's engines. A particularly alert foe might recognize the nimbus of energy pulsing before an irresistible beam of blinding white light bursts from the underside, vaporising infantry and tanks alike, leaving only charred and rutted terrain in its wake.

DOOM SCYTHER

CLASS: FIGHTER SPECIAL RULES: LIVING METAL

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POINTS



STRUCTURE 2

TRANSPORT -

FUEL -

THROTTLE 3

ACE MANOEUVRES 1-8

HANDLING 2+

MIN SPEED 1

MAX SPEED 7

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Telsa Destructors	Front	4-4-0	4+	UL	Telsa
Death Ray	Front	3-0-0	2+	UL	Extra Damage (4+)

Pilot
Crew

NIGHT SHROUD

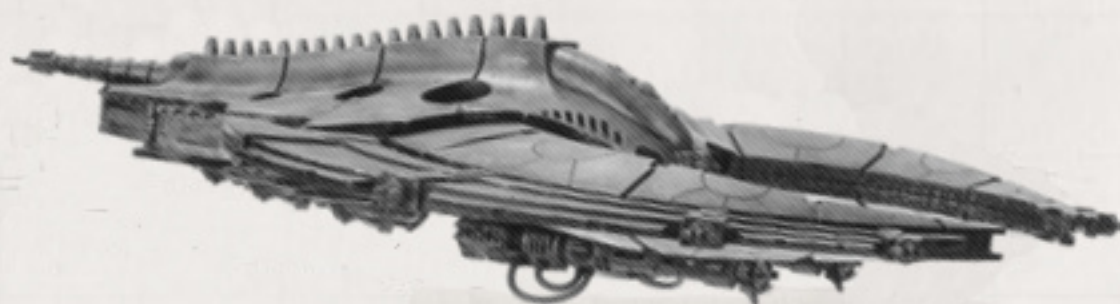
Larger and more heavily constructed than the far more numerous Night Scythe and Doom Scythe war craft alongside which it operates, the Night shroud is a dedicated bomber whose origins date back many millions of years to the lost battles of the War in Heaven. It is a relic of these ancient and apocalyptic conflicts the Night Shroud was built to carry — the Death Spheres, self-enclosed containment vessels carrying a warhead of anti-matter able to wipe from existence anything it encounters. The true marvel of Necron science is not merely the caging of such destructive forces, but their precise control and safety of use, for should the Death spheres be broken by hostile action, their energy harmlessly dissipates out of phase with reality.

A Night Shroud's design is, whilst similar to its smaller brethren, larger overall. This is primarily due to the extended rear and additional engines added to the primary "crescent" shaped hull. The Night Shroud also features thicker armour plating, secondary crescent "wings" attached to the original Doom and Night Scythe design, and an enclosed cockpit with extensive sensor arrays.

NIGHT SHROUD

CLASS: BOMBER SPECIAL RULES: LIVING METAL

32
POINTS



STRUCTURE 3
TRANSPORT —
FUEL —

THROTTLE 3
ACE MANOEUVRES 1-8
HANDLING 2+

MIN SPEED 1
MAX SPEED 7
MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Telsa Destroyers	Front	4-4-0	4+	UL	Telsa
Death Spheres	Front	5-0-0	2+	3	Ground Attack, Extra Damage (4+)

Pilot
Crew

ACE ABILITY TABLE

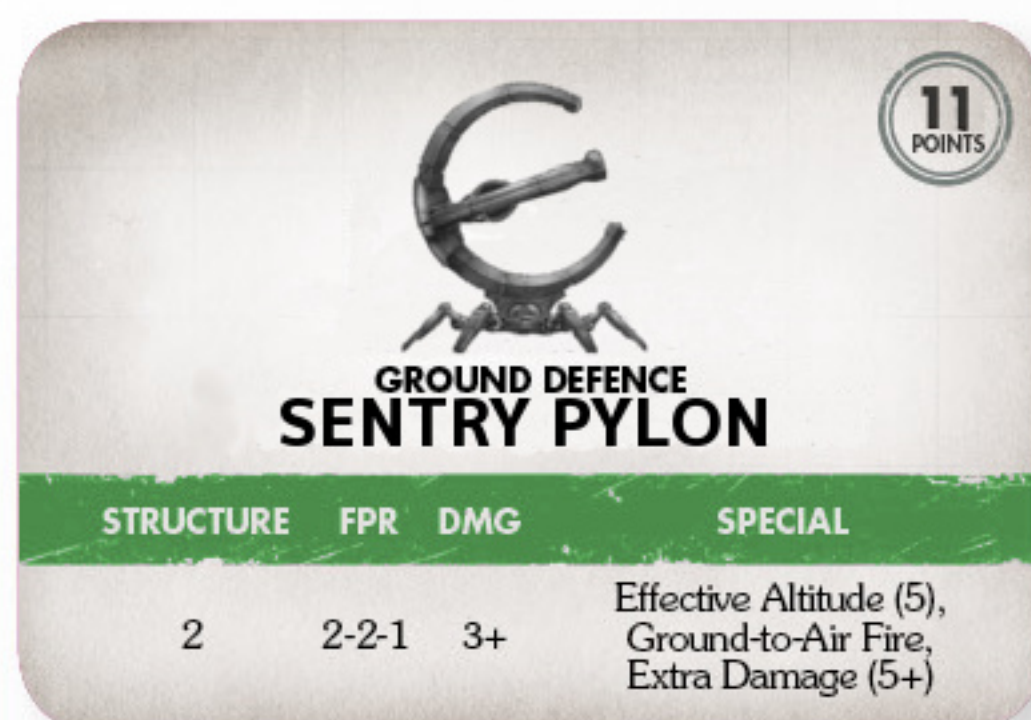
Necron Pilot Ace Abilities

D6	Ace Ability
1	Extermination Protocols: This aircraft may roll one extra dice when firing at Medium range.
2	Aerial Strategist: Add 1 to the Initiative roll if this aircraft is at a higher Altitude level than all enemy aircraft during the Initiative phase.
3	Methodical Destruction: When making a Bombing Run, this aircraft adds +2 to the hit roll if there is only one level of Altitude difference between it and its target, rather than the usual +1.
4	The Unyielding: When this aircraft suffers a damaging hit from enemy fire, roll a D6. On a 6, the damage is ignored and the Structure point(s) that would have been lost as a result of the Damage dice are not lost.
5	High Powered: Once per game, this aircraft may trigger the Telsa special rule on a roll of 5 or 6 instead.
6	Target Relay: Add +1 to all hit rolls made by this aircraft when targeting enemy aircraft that has lost a structure point this round.

GROUND DEFENCES

SENTRY PYLON

TAn automated weapons platform of strange design, the Sentry Pylon is a tactical variant of the far larger Gauss Pylons. Although a paradigm lesser in scope than these great weapons, Sentry Pylons are nevertheless powerful devices, arcs of glittering metal equipped with a gauss exterminator array that can strike down aircraft at ranges so great that their victim's first hint of danger is the flesh of searing light that heralds their destruction.



GAUSS PYLON

The mysterious Necron defence turrets, designated as 'Pylons' by those who originally encountered them, were first recorded on the uncharted world of WDY-272. Rising suddenly from the desert sands, the Gauss Pylons opened fire without warning and with devastating effect, tanks and armoured carriers burning as the crescent-shaped weapons tore through the unsuspecting Imperial Guard column whilst resisting all return fire.

The Gauss Pylon draws energy from Necron power matrix before discharging it through hardwired weapon systems, including a version of the gauss flux arc also mounted on Monoliths. More fearsome is the Pylon's gauss annihilator — a tight beam version of the particle whip which, combined with sophisticated guidance and target-lock systems, enable it to engage ground troops and incoming aircraft alike.

