

# Epic Remastered

# Necron War Engine Data Sheets

These data sheets are designed to be printed and folded to fit into standard playing card or collectable card sleeves, so that you can use a dry wipe marker to keep track of Damage Capacity etc, with one card per War Engine.

The file is designed for A4 paper, but should also work for US Letter if you ensure you tick 'print actual size' or 'print 100%' in your printer software.

## Necron War Engine Notes, June 2022

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### Necron Portals Summary

Detachments can be kept back in Portal Reserve.

Any detachments in Portal Reserve:

- Do not make reserves rolls, but arrive from turn 2 as soon as there is a Portal unit available.
- Count as destroyed for Army Morale if they haven't arrived, and there are no remaining Portals or the game has ended.
- Can disembark from a Portal that is too small for some of the units in the detachment, but those units count as destroyed for Army Morale.
  - For example a detachment that contains Vehicles with Walker could disembark from a Monolith's Portal, but all the Vehicles would count as being destroyed.

Detachments that disembark from Portal units follow the standard rules for disembarking from a Transport, and are limited to normal or Assault orders.

- Each Portal can be used once per turn.
- 'INF' means that Infantry units can use the Portal.
- '4+' means that Vehicles with Armour 4+ or lower can use the Portal.
- 'Walker' means that Vehicles with the Walker ability can use the Portal.

Portals can also be used to move around the battlefield during the Movement phase, by embarking into one Portal unit and immediately disembarking from a different Portal unit.

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### ABATTOIR

v10

Ignore T, Manoeuvrable, Portal (INF, 4+, Walker), Save

Speed	Armour	Save	Dam.	Assault	Trans.
15 cm	6	4+	12	30	Portal

DC	12	11	10	9	8	7
	6	5	4	3	2	1

Weapon	Arc	Range	FP	Notes
2 x Scarab Infestation	360	30 cm	MC (1)	Mega Cannon, Artillery
Harvester Whips	360	30 cm	8	Close Combat Weapon

2d6	DAM	R?	NOTES
2	+0	IMM for turn	✗
3	+1	Harvester Whips damaged	✓
4	+1	Harvester Whips damaged	✓
5	+1	1 Scarab Inf. damaged	✓
6	+1	1 Scarab Inf. damaged	✓
7	+2	IMM until repaired.	✓
8	+2	Half Speed & FP	✗
9	+3	IMM for turn	✗
10	+4	Half Assault, use 1 weapon	✓
11	+5	IMM for turn, +1 on chart	✗
12	-	IMM for turn, lose 1 weapon	✗
12	-	Catastrophic Damage	✗

**CATASTROPHIC DAMAGE (D6)**

1-2 Wreck, units in contact take d6 hits  
 3 Wreck, roll to hit units within 5cm  
 4-6 Destroyed, units in contact take d6 hits, roll to hit units within 3d6cm

### ÆONIC ORB

v9

Ignore Terrain, Manoeuvrable, Save

Speed	Armour	Save	Dam.	Assault	Trans.
15 cm	6	4+	8	12	-

DC	8	7	6	5	4	3	2	1
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Weapon	Arc	Range	FP	Notes
Solar Flare	360	90 cm	2d3 DR (2d3)	Single target.
or			d3 MC	
1 x Gauss Flux Arc	360	30 cm	4	-

2d6	DAM	R?	NOTES
2	+0	IMM for turn	✗
3-4	+1	Gauss Flux Arc damaged	✓
5	+1	Solar Flare damaged	✓
6	+1	Half Speed & FP	✗
7	+2	IMM until repaired.	✓
8	+3	Structure damaged +1 to future rolls	✗
9	+3	IMM for turn, +1 to rolls	✗
10	+4	IMM for turn, 1/2 Assault, only use one weapon	✓
11	+5	IMM for turn, lose 1 weapon	✗
12	-	Catastrophic Damage	✗

**CATASTROPHIC DAMAGE (D6)**

1-2 Wreck, units in contact take d6 hits  
 3 Wreck, roll to hit units within 5cm  
 4-6 Destroyed, units in contact take d6 hits, roll to hit units within 3d6cm

### GAUSS PYLON

v10

Deep Strike, Immobilised, Infiltrators

Speed	Armour	Fields	Dam.	Assault	Trans.
IMM	6	-	4	4	-

DC	4	3	2	1
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Weapon	Arc	Range	FP	Notes
Gauss Annihil.	360	90 cm	DR (1)	Hit on 2+, any target, auto-crit
or			1	Flak
1 x Gauss Flux Arc	360	30 cm	4	-

d6	R?	NOTES
1	✗	IMM this turn
2	✗	IMM this turn
3	✗	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	✗	Catastrophic Damage

**CATASTROPHIC DAMAGE (D6)**

1-3 Wrecked  
 Destroyed, roll to hit units within 5cm  
 Destroyed, roll to hit units within 2d6cm

### MONOLITH

v9

Deep Strike, Ignore Terrain, Manoeuvrable, Portal (INF)

Speed	Armour	Fields	Dam.	Assault	Trans.
15 cm	6	-	4	4	Portal

DC	4	3	2	1
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Weapon	Arc	Range	FP	Notes
Particle Whip	360	30 cm	MW (1)	Hit on 4+, choose INF or VEH.
2 x Gauss Flux Arc	360	30 cm	4	-

d6	R?	NOTES
1	✗	IMM this turn
2	✗	IMM this turn
3	✗	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	✗	Catastrophic Damage

**CATASTROPHIC DAMAGE (D6)**

1-3 Wrecked  
 Destroyed, roll to hit units within 5cm  
 Destroyed, roll to hit units within 2d6cm

### OBELISK

v9

Deep Strike, Ignore Terrain, Manoeuvrable

Speed	Armour	Fields	Dam.	Assault	Trans.
15 cm	6	—	4	4	—

  

DC	4	3	2	1

  

Weapon	Arc	Range	FP	Notes
Gravity Pulse	360	45 cm	2	Flak
2x Tesla Spheres	360	30 cm	4	—

### SERAPTEK HEAVY CONSTRUCT

v9

Speed	Armour	Fields	Dam.	Assault	Trans.
20 cm	6	—	4	10	—

  

DC	4	3	2	1

  

Weapon	Arc	Range	FP	Notes
Obliterators	↑	45 cm	DR (1)	Hit on 2+, any target, auto-crit
Projector	↑	30 cm	8	—

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
<b>CATASTROPHIC DAMAGE (D6)</b>		
1-3		Wrecked
4-5		Destroyed, roll to hit units within 5cm
6		Destroyed, roll to hit units within 2d6cm

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
<b>CATASTROPHIC DAMAGE (D6)</b>		
1-3		Wrecked
4-5		Destroyed, roll to hit units within 5cm
6		Destroyed, roll to hit units within 2d6cm

### TESSERACT VAULT

v9

Ignore Terrain, Manoeuvrable, Psyker, Save

Speed	Armour	Save	Dam.	Assault	Trans.
15 cm	6	4+	4	4	—

  

DC	4	3	2	1

  

Weapon	Arc	Range	FP	Notes
Powers of C'Tan	360	30 cm	2 x Death Ray shots or 2 x Mega Cannon. (FP2)	
2 x Tesla Spheres	360	30 cm	4	—

### WARBARQUE

v10b

Ignore Terrain, Portal (INF, 4+, Walker), Save

Speed	Armour	Save	Dam.	Assault	Trans.
15 cm	6	4+	12	30	Portal

  

DC	4	3	2	1

  

Weapon	Arc	Range	FP	Notes
Particle Cannon	↑	60 cm	3 x MW	Hit on 4+, choose INF or VEH.
2 x Gauss Flux Arc	360	30 cm	4	—

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
<b>CATASTROPHIC DAMAGE (D6)</b>		
1-3		Wrecked
4-5		Destroyed, roll to hit units within 5cm
6		Destroyed, roll to hit units within 2d6cm

d6	R?	NOTES
1	×	IMM this turn
2	×	IMM this turn
3	×	IMM this turn No weapons this turn
4	✓	No weapons until repaired
5	✓	IMM until repaired
6	×	Catastrophic Damage
<b>CATASTROPHIC DAMAGE (D6)</b>		
1-3		Wrecked
4-5		Destroyed, roll to hit units within 5cm
6		Destroyed, roll to hit units within 2d6cm