

WHAT THE 40K

WHAT THE FAQ

SOLAR FURY 10th ed.

Version 1.0

WHAT THE FAQ is a fan-made, unofficial, non-profit game mod for Warhammer 40,000.

SOLAR FURY DETACHMENT

This document outlines a modification for a custom/homebrew Necrons Detachment intended to provide Mephrit and Novokh players an improved set of mechanics which are more thematically rich and viable, offering a unique gameplay hook relative to the official Annihilation Legion detachment's offerings.

SOLAR FURY

DETACHMENT RULE	ENHANCEMENTS
<p>SOLAR FURY <i>The most murderous Necrons of an Annihilation Legion retain no thought processes beyond destroying anything in reach. They are mechanised death, echoes of the industrialised and brutal processes of bio transference made manifest. Whether soullessly efficient or frenziedly deluded, these killing machines follow protocols that have atrophied into a singular and all-consuming insanity.</i></p> <p>Each time a model in your army is destroyed, do not remove it from play, that model is immediately afflicted with <i>Solar Fury</i>.</p> <p>That model can either shoot or fight, after the attacking model's unit has finished making its attacks, and is then removed from play.</p> <ul style="list-style-type: none"> • When making those attacks, that model can only target the unit which attacked their unit. • And the Ballistic Skill and Weapon Skill of all its weapons change to 6+, DESTROYER CULT or FLAYED ONES models instead change to 5+. • A model afflicted with <i>Solar Fury</i>, increases the AP of all if its equipped weapons by 1. • Each time a model returns to a unit through the Reanimation Protocols ability, it is afflicted with <i>Solar Fury</i>. <p>*Note: Various Stratagems refer to <i>Solar Fury</i> units, this simply means a unit containing models afflicted with <i>Solar Fury</i>.</p>	<p>MERCILESS TYRANT- 25pts <i>This Necrons sanity suffered during the Great Sleep. Now they are driven by a wrathful zeal, one which has seeped through the carrier waves of their commandments and into their followers.</i></p> <p>NECRONS model only. In your Command phase, if the bearer is on the battlefield, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is marked for annihilation. Each time a DESTROYER CULT or FLAYED ONES unit from your army declares a charge against the unit marked for annihilation, you can re-roll the Charge roll. If the unit marked for annihilation is Below Half-strength, add 1 to the Charge roll as well.</p> <p>THE CONDUIT OF STARS - 10 pts <i>At this gun's heart lies a condensed particle-prison within which the dying heart of a star writhes in endless death throes.</i></p> <p>NECRONS model only. The bearers' ranged weapons (excluding Tachyon Arrows) gain the [SUSTAINED D3][SOLAR FUSION] abilities. Solar Fusion: Each time an attack made with this weapon targets a unit more than 6" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.</p> <p>SOUL EATER- 20 pts <i>This deathly killer exudes a soul-sapping presence, the promise of lifes' end so explicit in their chilling gaze that few can muster the strength of will to evade it.</i></p> <p>DESTROYER CULT or PSYCHOMANCER model only. Each time an enemy unit within Engagement Range of the bearer's unit is selected to Fall Back, roll one D6, if that unit is Battleshocked, you can re-roll the roll. On a 3+, that unit cannot Fall Back this phase and must Remain Stationary.</p> <p>ELDRITCH NIGHTMARE 15 pts <i>Atavistic fears are summoned from the pits of nightmare and thrust into the minds of all foes near this metal-skinned horror.</i></p> <p>DESTROYER CULT model only. At the start of the Fight phase, each enemy unit within Engagement Range of the bearer must take a Battle-shock test.</p>

STRATAGEMS

VISAGE OF DEATH - 1CP

SOLAR FURY - STRATEGIC PLOY STRATAGEM

Wreathed in tendrils of transdimensional shadow that intensify their deathly visages, these killing machines evoke such terror that steady aims tremble and blade arms are sapped of strength.

WHEN: At the start of Fight phase or in your opponent's Shooting phase or the Fight phase just after an enemy unit has selected its targets.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** or *Solar Fury* unit from your army.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll. If that unit is within range of an Objective Marker that is in your control that unit gains the **Fights First** ability.

CEASELESS HUNTERS - 1CP

SOLAR FURY - BATTLE TACTIC STRATAGEM

Driven into a state of hyperaggression, an Annihilation Legion's most eager hunters plunge into their prey's midst to maximise their butchery.

WHEN: Fight phase.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** or *Solar Fury* unit from your army, that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3".

THE SCENT OF FRAILTY - 1CP

SOLAR FURY - BATTLE TACTIC STRATAGEM

Where one foe falls, logic dictates all others must follow. Where blood is shed, ever must more flow.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** or *Solar Fury* unit from your army, that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase.

- Each time a model from your unit makes an attack that targets a unit below Starting Strength, add 1 to the Hit roll.
- If the target is Below Half-strength, add 1 to the Wound roll as well.

BLOOD-FUELED FURY - 1CP

SOLAR FURY - BATTLE TACTIC STRATAGEM

Whatever strange afflictions eat away at the sanity of these Necrons, mercy is not one of them.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Fall Back move.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** or *Solar Fury* unit from your army, that started the phase within Engagement Range of that enemy unit.

EFFECT: Roll one D6: on a 2-5, that enemy unit suffers D3 mortal wounds; on a 6, that enemy unit suffers 3 mortal wounds. Your unit can then make a Normal move, but must end that move as close as possible to that enemy unit. When doing so, units **DESTROYER CULT** or **FLAYED ONES** models can be moved within Engagement Range of that enemy unit.

REAPING REANIMATION - 1CP

SOLAR FURY - BATTLE TACTIC STRATAGEM

Through some quirk of their kind's shared insanity, a spark of gruesome satisfaction surges through them with every enemy life snuffed out, triggering quiescent power reserves that drive them onwards.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** or *Solar Fury* unit from your army, that has just destroyed an enemy unit, or just caused an enemy unit that was not Below Half-strength to become Below Half-strength.

EFFECT: Your unit's Reanimation Protocols activate.

INSANITY'S VEX - 1CP

SOLAR FURY - STRATEGIC PLOY STRATAGEM

To strike down one horror is merely to draw the rest of the pack's insane and murderous focus.

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **DESTROYER CULT** or **FLAYED ONES** or *Solar Fury* unit from your army, that had one or more of its models destroyed by the attacking unit's attacks.

EFFECT: Your unit can make a Normal move, but must end that move as close as possible to that enemy unit. When doing so, units **DESTROYER CULT** or **FLAYED ONES** models can be moved within Engagement Range of that enemy unit.

Designer Notes for v1.0 - When printing this PDF, feel free to exclude this page.

SOLAR FURY

For version 1.0 check out the published YouTube video.

<https://youtu.be/yFgAozBnRzY>