



Kopesh Class Light Cruiser

House Rules for a one-off scratch built Necron ship

By Elan Stein

The following stats and rules are completely unofficial and are just my take on a scratch built ship I enjoyed creating.

KHOPESH CLASS LIGHT HARVESTER.....180 points					
TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	30cm	45	5+ save	6 (Reactive)	1
ARMAMENT		RANGE/SPEED	FIREPOWER/STR		FIRE ARC
Gauss Particle Whip		45cm	2		Left/Front/Right
Lightning Arc		30cm	6		left/Right
Portal		10cm	1		All

BACKGROUND

With the arrival of Abbadon's 13th Black Crusade, the news of the Blackstones' return sent shockwaves of fear and panic across the galaxy. No one escaped word of their arrival including the remaining Necron sleepers. Surface and void assets began awakening in an exponentially quickening pace, with ancient monolithic structures rising from the sterile earth of previously dead worlds and new stars sliding across the black sea's endless depths, bursting forth from the shadowed canyons of asteroid belts and kelp patches of gas clouds.

Four weeks into the campaign, mixed reports of Necron naval strikes were reported, of which one caught the eye of Inquisitor Castitas Opinari of the Ordos Xenos. It was a debriefing statement made by Al-Ra'nath, a basilisk loader of the Tallern 82nd Division who was in transit at the time to Malin Prime in the Agrippina Sector, aboard the Dictator Angeles:

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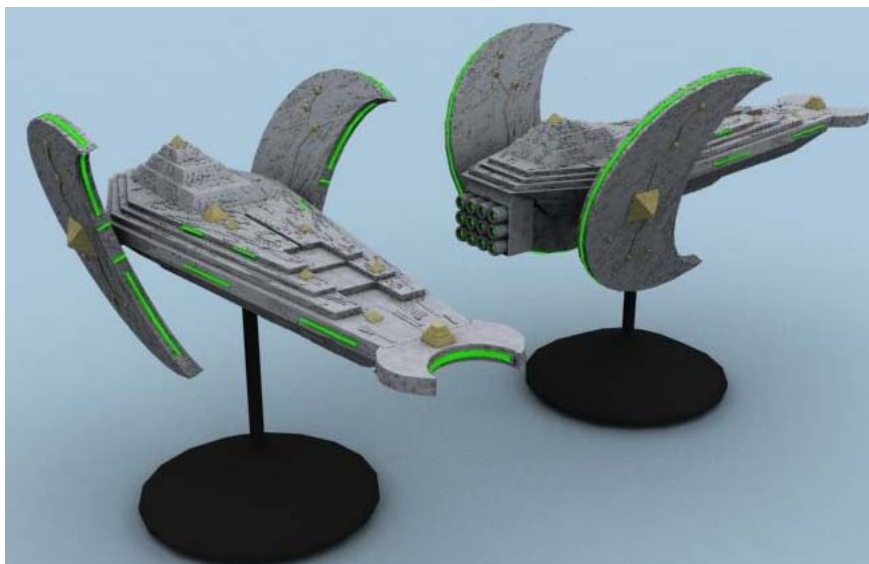
We had just come out of the maelstrom, perhaps for 4 or 5 minutes when off to the port a trio of stars seemed to shimmer far in the darkness. At the time I had thought little

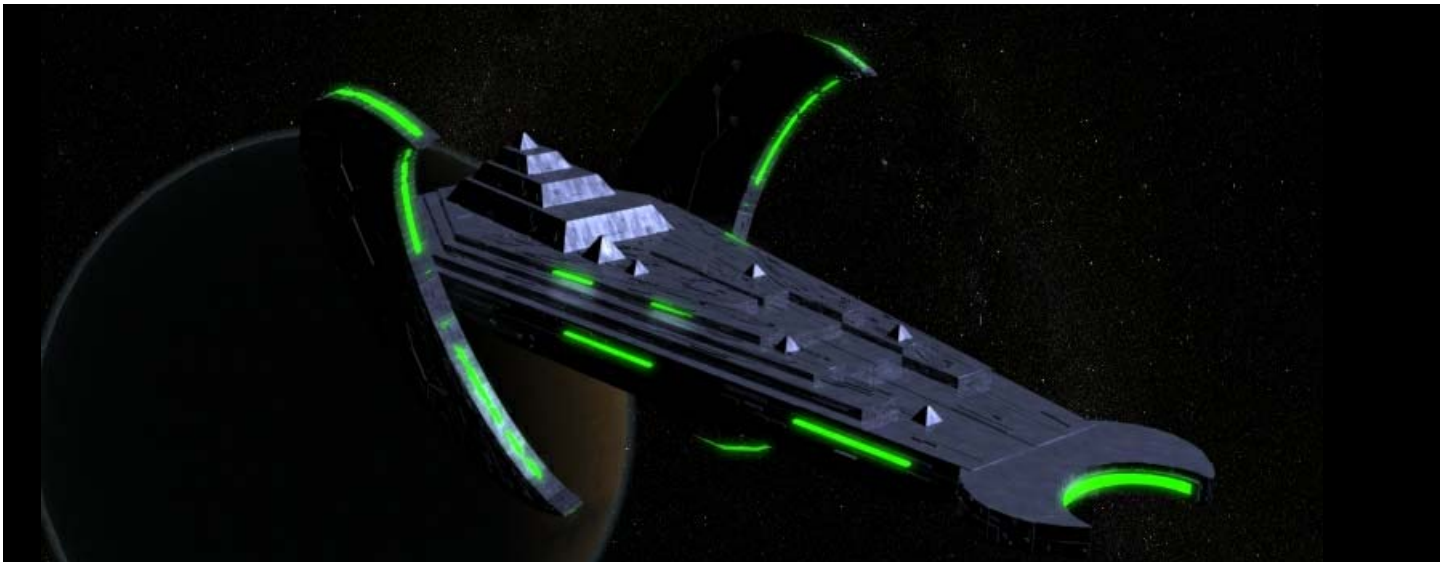


of it, yet not sixty seconds had passed before they were upon us. Screeching through the silence, the three pinpricks of light formed into the sleek vessels that would forever be scorched into my memory. As they cut a path between the ships of our convoy, they fired as one into a single ship of His Imperial Navy. The vessels shield bubble managed to fend off a few solid blows from the chains of light, but then it suddenly burst. Through the wisps of the released energies, great arcs of electricity tore into the cruiser, tearing a gash of scorched and twisted metal across the hull. So deep was the rend that one could see into the very bowels of the vessel, the ejected crew and debris backlit by Malin Prime's white globe. So sudden and concentrated the blow came, the ship's prow simply changed direction to the rest of the vessel, buckling at the seams, sending vaporous gasses and armour shards flinging into the void. Within moments the front fourth of ship simply tore off from the rest of the vessel, spiraling down out of sight from the view port. The three enemy vessels had not even altered their direction, continuing on a course that would take them out of the system and into the inky blackness of space. So swift and brutal the attack came, it reminded me of the execution of a heretic I saw as a young boy. For going against the Holy One, he was beheaded with the executioner's khopesh. A sudden gleam of light, a flicker of motion, a splash of crimson and the deed was done.

ADDITIONAL NOTES

A mid-liner between the Shroud and the Scythe, it bridges the gap between the two ships while not filling in any particular fleet gaps EXCEPT the lone lack of a true "hunter" Necron light cruiser, or rather, a Light Cruiser designed for the front





lines, independent of support vessels that would otherwise baby-sit it. An interesting side note is, when used at 180 points, three Khopesh working together put out nearly as much firepower as 2 Scythe. To compare, at 540 points, 3 Khopesh have 16 batteries, 6 lances, and 6 teleport attacks, while, at 550 points, 2 Scythe put out 16 batteries, 8 lances, 6 teleport attacks, AND 2 SPG. The Khopesh also allows Necron fleets to, sanely, engage in cruiser clash scenarios where there is a 200 point cap on capital ship points, as well as to be a little more 'raideresque' in lower point games, where the typical Scythe is replaced with the cheaper Khopesh. Also, because of its obvious weapon similarities to a Scythe, it can be attached to a Scythe squadron to give decent complimentary firepower. It really fits into its own, however, as an escort vessel to a Shroud, where it can run interference for the lighter cruiser, both absorbing and returning fire slightly more effectively then what the Shroud could do on its own.

HOW TO ASSEMBLE

Although it would be far from the easiest of conversion projects to be done, considering that much of the hull must be scratch built, I will attempt to guide those who wish to build one of these vessels, but they will be, admittedly, very rough instructions.

Materials needed would be:

1x Necron Cairn "tail"

4x Necron Cairn pyramid quadrants

1x Necron Shroud body

2x Necron Shroud Wings

Plasticard (Styrene) sheets with thicknesses of 2 mm and 3 mm

Two part epoxy putty

Any suitable tools capable of clean cuts through pewter and plasticard

Steps:

1) Assemble the four pyramid quadrants to the Cairn tail.

2) Carefully cut away the engine array and the front crescent from the Shroud body.

3) Smooth off the underside of the Cairn tail using the epoxy putty.

4) Using the 3 mm thick plasticard, cut to shape the part of the hull that will affix directly under the Cairn tail, and glue into position.

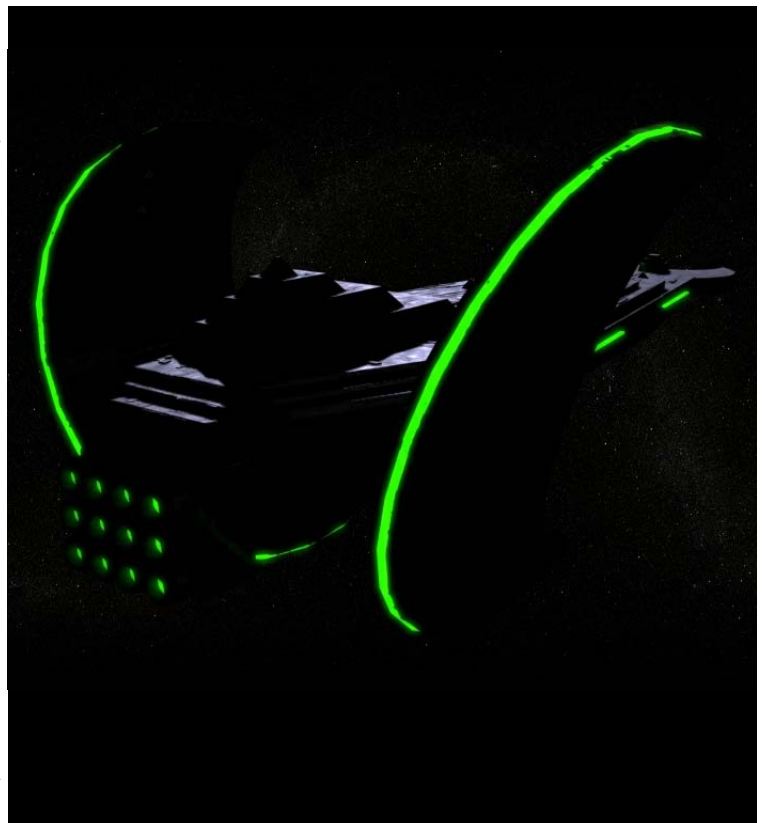
5) Using the 2 mm thick plasticard, cut to shape the lowest part of the hull and the two wing mounting brackets, then attach these to the hull.

6) Mount the Shroud's crescent to the narrow end of the hull.

7) Mount the Shroud's engine array to the opposite side of the hull, partially under the Cairn tail, and smooth any gaps with epoxy.

8) Attach the Shroud wings to the wing mounting brackets as one would on a Shroud.

Now all that is left to do is to paint it up and let it loose onto the tabletop.



ABOUT THE AUTHOR

Elan Stein is a Specialist Games all-rounder. Look out for his other great Mordheim and BFG articles.