

## 1850 Pts - Necrons - 16th Overall Werner Born Nova Open 2014

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Overlord (2 ⚔, 290 pts)</b>													
	Overlord	1		4	4	5/7	5	3	2	3	10	2+/3(i)	290
(C:NE, pg. 30); <b>Infantry</b> ; Warscythe; Sempiternal Weave: See C:NE, pg. 82.; Tesseract Labyrinth: See C:NE, pg. 82 and FAQ v1, Ammendments.; Resurrection Orb: See C:NE, pg. 82.; Phase Shifter: See C:NE, pg. 82.; Ever-Living; Independent Character; Reanimation Protocols; <b>Warlord</b>													
	Catacomb Command Barge	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3										[80]
(C:NE, pg. 52); <b>Chariot</b> ; Tesla Cannon; Quantum Shielding: See C:NE, pg. 82.; Living Metal; Sweep Attack; Symbiotic Repair; Fearless; Hammer of Wrath; Jink; <b>Vehicle</b> (Fast, Open-topped, Skimmer)													
<b>HQ: Overlord (2 ⚔, 260 pts)</b>													
	Overlord	1		4	4	5/7	5	3	2	3	10	2+/3(i)	260
(C:NE, pg. 30); <b>Infantry</b> ; Warscythe; Sempiternal Weave: See C:NE, pg. 82.; Tesseract Labyrinth: See C:NE, pg. 82 and FAQ v1, Ammendments.; Phase Shifter: See C:NE, pg. 82.; Ever-Living; Independent Character; Reanimation Protocols													
	Catacomb Command Barge	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3										[80]
(C:NE, pg. 52); <b>Chariot</b> ; Tesla Cannon; Quantum Shielding: See C:NE, pg. 82.; Living Metal; Sweep Attack; Symbiotic Repair; Fearless; Hammer of Wrath; Jink; <b>Vehicle</b> (Fast, Open-topped, Skimmer)													
<b>: Royal Court (2 ⚔, 50 pts)</b>													
	Royal Court	1											50
Harbinger of the Storm; Harbinger of the Storm													
	Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[25]
(C:NE, pg. 32); <b>Infantry</b> (Character); Harbinger of the Storm; Voltaic Staff; Ever-Living; Reanimation Protocols													
	Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[25]
(C:NE, pg. 32); <b>Infantry</b> (Character); Harbinger of the Storm; Voltaic Staff; Ever-Living; Reanimation Protocols													
<b>: Royal Court (2 ⚔, 50 pts)</b>													
	Royal Court	1											50
Harbinger of the Storm; Harbinger of the Storm													
	Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[25]
(C:NE, pg. 32); <b>Infantry</b> (Character); Harbinger of the Storm; Voltaic Staff; Ever-Living; Reanimation Protocols													
	Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[25]
(C:NE, pg. 32); <b>Infantry</b> (Character); Harbinger of the Storm; Voltaic Staff; Ever-Living; Reanimation Protocols													
<b>Troops: Warriors (6 ⚔, 165 pts)</b>													
	Warriors	5		4	4	4	4	1	2	1	10	4+	165
(C:NE, pg. 33); <b>Infantry</b> ; Gauss Flayer; Reanimation Protocols													
	Night Scythe	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3										[100]
(C:NE, pg. 51); (DFTS, pgs. 61 & 70); <b>Vehicle</b> (Transport); 1 Access Point; 15 model capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic													
<b>Troops: Warriors (6 ⚔, 165 pts)</b>													
	Warriors	5		4	4	4	4	1	2	1	10	4+	165
(C:NE, pg. 33); <b>Infantry</b> ; Gauss Flayer; Reanimation Protocols													
	Night Scythe	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3										[100]
(C:NE, pg. 51); (DFTS, pgs. 61 & 70); <b>Vehicle</b> (Transport); 1 Access Point; 15 model capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic													

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
<b>Troops: Warriors (6 ⚔, 165 pts)</b>													
Warriors	5	⚔	4	4	4	4	1	2	1	10	4+	165	
(C:NE, pg. 33); <b>Infantry</b> ; Gauss Flayer; Reanimation Protocols													
Night Scythe	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3											[100]
(C:NE, pg. 51); (DFTS, pgs. 61 & 70); <b>Vehicle</b> (Transport); <b>1</b> Access Point; <b>15 model</b> capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic													
<b>Troops: Warriors (6 ⚔, 165 pts)</b>													
Warriors	5	⚔	4	4	4	4	1	2	1	10	4+	165	
(C:NE, pg. 33); <b>Infantry</b> ; Gauss Flayer; Reanimation Protocols													
Night Scythe	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3											[100]
(C:NE, pg. 51); (DFTS, pgs. 61 & 70); <b>Vehicle</b> (Transport); <b>1</b> Access Point; <b>15 model</b> capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic													
<b>Fast Attack: Canoptek Scarabs (10 ⚔, 150 pts)</b>													
Canoptek Scarabs	10	⚔	2	2	3	3	3	2	4	10	5+	150	
(C:NE, pg. 45); <b>Beasts</b> ; Entropic Strike; Fearless; Swarms; Fleet; Move Through Cover													
<b>Fast Attack: Canoptek Scarabs (6 ⚔, 90 pts)</b>													
Canoptek Scarabs	6	⚔	2	2	3	3	3	2	4	10	5+	90	
(C:NE, pg. 45); <b>Beasts</b> ; Entropic Strike; Fearless; Swarms; Fleet; Move Through Cover													
<b>Heavy Support: Canoptek Spyder (3 ⚔, 150 pts)</b>													
Canoptek Spyder	3	⚔	3	3	6	6	3	2	2	10	3+	150	
(C:NE, pg. 46); <b>Monstrous Creature</b> ; Scarab Hive: See C:NE, pg. 46.; Fearless; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash													
<b>Heavy Support: Canoptek Spyder (3 ⚔, 150 pts)</b>													
Canoptek Spyder	3	⚔	3	3	6	6	3	2	2	10	3+	150	
(C:NE, pg. 46); <b>Monstrous Creature</b> ; Scarab Hive: See C:NE, pg. 46.; Fearless; Fear; Hammer of Wrath; Move Through Cover; Relentless; Smash													
											<b>Total Cost:</b>	<b>1850</b>	

#### Option Footnotes

Warlord Traits	
<b>Warlord</b>	See WH40k, pg. 111.
Special Rules	
Deep Strike	Deep Strike (see WH40k, pg. 36).
Entropic Strike	See C:NE, pg. 29 and FAQ v1, Ammendments.
Ever-Living	See C:NE, pg. 29.
Fear	Fear (see WH40k, pg. 35).
Fearless	Fearless (see WH40k, pg. 35).
Fleet	Fleet (see WH40k, pg. 35).
Hammer of Wrath	Hammer of Wrath (see WH40k, pg. 37 & 82).
Independent Character	Independent Character (see WH40k, pg. 39).
Invasion Beams	See C:NE pg. 51 and FAQ v1, Ammendments.
Jink	Jink (see WH40k, pg. 38).
Living Metal	See C:NE, pg. 29.
Move Through Cover	Move Through Cover (see WH40k, pg. 40).
Reanimation Protocols	See C:NE, pg. 29.
Relentless	Relentless (see WH40k, pg. 41).
Skyfire	Skyfire (see WH40k, pg. 42).
Smash	Smash (see WH40k, pg. 42).
Supersonic	See WH40k, pg. 43.
Swarms	Swarms (see WH40k, pg. 43).
Sweep Attack	See C:NE, pg. 52.
Symbiotic Repair	See C:NE, pg. 52 and FAQ v1, Ammendments.
Unit Type	
<b>Beasts</b>	Beasts (see WH40k, pg. 48).
<b>Chariot</b>	Chariot (see WH40k, pg. 46).
<b>Infantry</b>	Infantry (see WH40k, pg. 44).

<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>Monstrous Creature</b>	Monstrous Creature (see WH40k, pg. 48).
<b>Vehicle</b> (Fast, Open-topped, Skimmer)	Vehicle (Fast, Open-topped, Skimmer) (see WH40k, pp. 82-83)
<b>Vehicle</b> (Transport)	See WH40K rulebook, pgs. 44-49.
<b>Weapons</b>	
Gauss Flayer	24" Range; S4; AP5; Rapid Fire, Gauss, See C:NE, pg. 81.
Tesla Cannon	24" Range; S6; AP-; Assault 2, Tesla, See C:NE, pg. 82.
TL Tesla Destructor	24" Range; S7; AP-; Assault 4, See C:NE, pg. 82.
Voltaic Staff	12" Range; S5, AP-, Assault 4, Haywire, See C:NE, pg. 85.
Warscythe	- Range; S +2; AP1; Melee, Armourbane, 2hand, See C:NE, pg. 83 and FAQ v1, Ammendments.