


▲ 1850 Pts - Necrons - 4th Overall Aaron Aleong Nova Open 2014

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Overlord (2 $\frac{1}{2}$, 255 pts)												
Overlord	1		4	4	5/7	5	3	2	3	10	2+/3(i)	255
(C:NE, pg. 30); Infantry ; Warscythe; Mindshackle Scarabs; Sempiternal Weave: See C:NE, pg. 82.; Phase Shifter: See C:NE, pg. 82.; Ever-Living; Independent Character; Reanimation Protocols; Warlord												
Catacomb Command Barge	1		Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3									[80]
(C:NE, pg. 52); Chariot ; Tesla Cannon; Quantum Shielding: See C:NE, pg. 82.; Living Metal; Sweep Attack; Symbiotic Repair; Fearless; Hammer of Wrath; Jink; Vehicle (Fast, Open-topped, Skimmer)												
HQ: Destroyer Lord (1 $\frac{1}{2}$, 160 pts)												
Destroyer Lord	1		4	4	5/7	6	3	2	3	10	2+	160
(C:NE, pg. 31); Jump Units (Character); Warscythe; Sempiternal Weave: See C:NE, pg. 82.; Mindshackle Scarabs; Ever-Living; Independent Character; Preferred Enemy; Reanimation Protocols												
Troops: Warriors (6 $\frac{1}{2}$, 165 pts)												
Warriors	5		4	4	4	4	1	2	1	10	4+	165
(C:NE, pg. 33); Infantry ; 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); Vehicle (Transport); 1 Access Point; 15 model capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic												
Troops: Warriors (6 $\frac{1}{2}$, 165 pts)												
Warriors	5		4	4	4	4	1	2	1	10	4+	165
(C:NE, pg. 33); Infantry ; 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); Vehicle (Transport); 1 Access Point; 15 model capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic												
Troops: Warriors (6 $\frac{1}{2}$, 165 pts)												
Warriors	5		4	4	4	4	1	2	1	10	4+	165
(C:NE, pg. 33); Infantry ; 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); Vehicle (Transport); 1 Access Point; 15 model capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic												
Fast Attack: Canoptek Wraiths (6 $\frac{1}{2}$, 220 pts)												
Canoptek Wraiths	6		4	4	6	4	2	2	3	10	3+/3(i)	220
(C:NE, pg. 44); Jump Units ; Phase Shifter: See C:NE, pg. 82.; Whip Coil (x1): See C:NE, pg. 44.; Fearless; Phase Attacks; Wraithflight; Bulky; Deep Strike												
Elite: Meganobz (6 $\frac{1}{2}$, 240 pts)												
Meganobz (Elite) [Orks]	5		4	2	4/8	4	2	3/1	3	7	2+	240
(C:Orks, pp. 39 & 98); Infantry ; Mega Armour; Stikkbombs; Power Klaw; TL Shoota; Furious Charge; Mob Rule; Slow and Purposeful; Waaagh!												
Trukk [Orks]	1		Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3									[40]
(C:Orks, pp. 41 & 100); Vehicle (Fast, Open-topped); 12 model capacity; Boarding Plank; Big Shoota; Ramshackle												
Elite: Meganobz (6 $\frac{1}{2}$, 240 pts)												
Meganobz (Elite) [Orks]	5		4	2	4/8	4	2	3/1	3	7	2+	240
(C:Orks, pp. 39 & 98); Infantry ; Mega Armour; Stikkbombs; Power Klaw; TL Shoota; Furious Charge; Mob Rule; Slow and Purposeful; Waaagh!												
Trukk [Orks]	1		Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3									[40]
(C:Orks, pp. 41 & 100); Vehicle (Fast, Open-topped); 12 model capacity; Boarding Plank; Big Shoota; Ramshackle												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
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Meganobz (Elite) [Orks]	5		4	2	4/8	4	2	3/1	3	7	2+	240
(C:Orks, pp. 39 & 98); Infantry ; Mega Armour; Stikkbombs; Power Klaw; TL Shoota; Furious Charge; Mob Rule; Slow and Purposeful; Waaagh!												
Trukk [Orks]	1	Grp: BS: 2 FA: 10 SA: 10 RA: 10 HP: 3										[40]
(C:Orks, pp. 41 & 100); Vehicle (Fast, Open-topped); 12 model capacity; Boarding Plank; Big Shoota; Ramshackle												
											Total Cost:	1850

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 111.
Special Rules	
Bulky	Bulky (see WH40k, pg. 35).
Deep Strike	Deep Strike (see WH40k, pg. 36).
Ever-Living	See C:NE, pg. 29.
Fearless	Fearless (see WH40k, pg. 35).
Furious Charge	Furious Charge (see WH40k, pg. 37).
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.
Mob Rule	Mob Rule (see C:O, pg. 31).
Phase Attacks	See C:NE, pg. 44.
Preferred Enemy	(Everything!)
Ramshackle	Ramshackle (see C:O, pg. 41 + V1.1 FAQ).
Reanimation Protocols	See C:NE, pg. 29.
Skyfire	Skyfire (see WH40k, pg. 42).
Slow and Purposeful	Slow and Purposeful (see WH40k, pg. 42).
Supersonic	See WH40k, pg. 43.
Sweep Attack	See C:NE, pg. 52.
Symbiotic Repair	See C:NE, pg. 52 and FAQ v1, Ammendments.
Waaagh!	Waaagh! (see C:O, pg. 31 and 6E FAQ).
Wraithflight	See C:NE, pg. 44.
Unit Type	
Chariot	Chariot (see WH40k, pg. 46).
Infantry	Infantry (see WH40k, pg. 44).
Jump Units	Jump Units (see WH40k, pg. 47).
Jump Units (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Fast, Open-topped)	Vehicle (Fast, Open-topped) (see WH40k, pg. 82-83).
Vehicle (Fast, Open-topped, Skimmer)	Vehicle (Fast, Open-topped, Skimmer) (see WH40k, pp. 82-83)
Vehicle (Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
Boarding Plank	Boarding Plank (see C:O, pg. 93).
Mega Armour	Mega Armour (see C:O, pg. 39).
Mindshackle Scarabs	See C:NE, pg. 81 and FAQ v1, Ammendments.
Power Klaw	S x2; AP 2; Melee, Specialist Weapon, Unwieldy.
Stikkbombs	Range 8"; S 3; AP -; Assault 1, Blast.
TL Shoota	Range 18"; S 4; AP 6; Assault 2, Twin-linked (see C:O, pg. 91).
Weapons	
Big Shoota	Range 36"; S 5; AP 5; Assault 3 (see C:O, pg. 89).
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.
Warscythe	- Range; S +2; AP1; Melee, Armourbane, 2hand, See C:NE, pg. 83 and FAQ v1, Ammendments.