

## 1850 Pts - Necrons - Alex Fennell 5th Overall LVO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Decurion Detachment (59  , 1849 pts)</b>												
Reclamation Legion	1	Grp:										561
Enhanced Reanimation Protocols; Move Through Cover; Relentless												
Nemesor Zahndrekh	1		5	5	5	5	3	2	3	10	2+/4(i)	[150]
Infantry (Character); Staff of Light; Phase Shifter; Adaptive Tactics; Counter Tactics; Independent Character; Reanimation Protocols; <b>Warlord</b> ; Eternal Madness												
Immortals	5		4	4	4	4	1	2	1	10	3+	[85]
Infantry; Gauss Blaster; Reanimation Protocols												
Warriors	10		4	4	4	4	1	2	1	10	4+	[130]
Infantry; Gauss Flayer; Reanimation Protocols												
Warriors	10		4	4	4	4	1	2	1	10	4+	[130]
Infantry; Gauss Flayer; Reanimation Protocols												
Tomb Blades	3		4	4	4	5	1	2	1	10	3+	[66]
JetBikes; Twin-linked Gauss Blaster (x3); Shieldvanes (x3); Nebuloscope (x3); Hammer of Wrath; Jink; Reanimation Protocols; Relentless; Very Bulky												
Royal Court	1	Grp:										295
Move Through Cover; Relentless; Wisdom of the Ages												
Overlord	1		5	5	5/7	5	3	2	3	10	3+	[110]
Infantry (Character); Independent Character; Reanimation Protocols; Voidreaper												
Lord	1		4	4	5	5	2	2	2	10	3+	[65]
Infantry (Character); Independent Character; Reanimation Protocols; The Solar Staff												
Orikan the Diviner	1		4	4	4	4	2	2	2	10	4+/4(i)	[120]
Infantry (Character); Staff of Tomorrow; Phase Shifter; Independent Character; Master Chronomancer; Reanimation Protocols; The Stars Are Right												
Destroyer Cult	1	Grp:										670
Extermination Protocols; Fearsome Ruler; Move Through Cover												
Destroyer Lord	1		4	4	5/7	6	3	2	3	10	2+/4(i)	[190]
Jet Pack Units (Character); Warscythe; Phase Shifter; Bulky; Deep Strike; Fear; Independent Character; Preferred Enemy; Reanimation Protocols; Relentless; The Nightmare Shroud												
Destroyers	4		4	4	4	5	2	2	1	10	3+	[160]
Jet Pack Units ; Gauss Cannon (x4); Deep Strike; Preferred Enemy; Reanimation Protocols; Relentless; Very Bulky												
Destroyers	4		4	4	4	5	2	2	1	10	3+	[160]
Jet Pack Units ; Gauss Cannon (x4); Deep Strike; Preferred Enemy; Reanimation Protocols; Relentless; Very Bulky												
Destroyers	4		4	4	4	5	2	2	1	10	3+	[160]
Jet Pack Units ; Gauss Cannon (x4); Deep Strike; Preferred Enemy; Reanimation Protocols; Relentless; Very Bulky												
Canoptek Harvest	1	Grp:										323
Adaptive Subroutines; Move Through Cover; Relentless												
Canoptek Spyder	1		3	3	6	6	3	2	2	10	3+	[60]
Monstrous Creature; Gloom Prism; Fear; Fearless; Hammer of Wrath; Move Through Cover; Relentless; Scarab Hive; Smash												
Canoptek Wraiths	5		4	4	6	5	2	2	3	10	3+/3(i)	[203]
Beasts; Whip Coils (x1); Fearless; Fleet; Rending; Very Bulky; Wraith Form; Wraithflight												
Canoptek Scarabs	3		2	2	3	3	3	2	4	10	6+	[60]
Beasts; Entropic Strike; Fearless; Fleet; Swarms												
Decurion Detachment	1	Grp: Detachment										0
Ever-living												
<b>Total Cost:</b>											<b>1849</b>	

### Option Footnotes

Warlord Traits	
Eternal Madness	
Ever-living	
<b>Warlord</b>	See WH40k, pg. 124.

Special Rules	
Adaptive Subroutines	
Adaptive Tactics	
Bulky	Bulky (see WH40k, pg. 159).
Counter Tactics	
Deep Strike	Deep Strike (see WH40k, pg. 162).
Enhanced Reanimation Protocols	
Entropic Strike	
Extermination Protocols	
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fearsome Ruler	
Fleet	Fleet (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Master Chronomancer	
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Preferred Enemy	Preferred Enemy (see WH40k, pg. 169).
Reanimation Protocols	
Relentless	Relentless (see WH40k, pg. 170).
Rending	Rending (see WH40k, pg. 170).
Scarab Hive	
Smash	Smash (see WH40k, pg. 171).
Swarms	Swarms (see WH40k, pg. 172).
The Stars Are Right	
Very Bulky	Very Bulky (see WH40k, pg. 35).
Wisdom of the Ages	
Wraith Form	
Wraithflight	
Unit Type	
<b>Beasts</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>Jet Pack Units</b>	See WH40K rulebook, pgs. 44-49.
<b>Jet Pack Units (Character)</b>	See WH40K rulebook, pgs. 44-49.
<b>JetBikes</b>	See WH40K rulebook, pgs. 44-49.
<b>Monstrous Creature</b>	See WH40K rulebook, pgs. 44-49.
Wargear	
Gauss Blaster	24"R, S5, AP4, Rapid Fire, Gauss.
Gauss Cannon	24"R, S5, AP3, Heavy 2, Gauss.
Gauss Flayer	24"R, S4, AP5, Rapid Fire, Gauss.
Gloom Prism	
Nebuloscope	
Phase Shifter	
Shieldvanes	
Staff of Light	12"R, S5, AP3, Assault 3.
Staff of Tomorrow	S User, AP2, Melee, Chronoblade.
The Nightmare Shroud	
The Solar Staff	12"R, S5, AP3, Assault 3, Blind, Solar Pulse.
Twin-linked Gauss Blaster	24"R, S5, AP4, Rapid Fire, Gauss.
Voidreaper	S+2, AP2, Melee, Armourbane, Fleshbane, Master-crafted, Two-handed.
Warscythe	S+2, AP2, Melee, Armourbane, Two-handed.
Whip Coils	S User, AP -, Melee, Swiftstrike.