

1850 Pts - Necrons - Baxter Sequin 13th Overall Adepticon 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Decurion Detachment (54 , 1847 pts)												
Reclamation Legion	1	Core, 										777
Enhanced Reanimation Protocols; Move Through Cover; Relentless												
Overlord	1		5	5	5/7	5	3	2	3	10	3+/4(i)	[175]
Infantry (Character); Warscythe; Phase Shifter; Resurrection Orb; Deep Strike; Independent Character; Reanimation Protocols; The Veil of Darkness												
Lychguard	5		4	4	5/7	5	1	2	2	10	3+	[125]
Infantry ; Warscythe; Reanimation Protocols												
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	6		4	4	4	5	1	2	1	10	3+	[132]
JetBikes ; Twin-linked Gauss Blaster (x6); Shieldvanes (x6); Nebuloscope (x6); Hammer of Wrath; Jink; Reanimation Protocols; Relentless; Very Bulky												
Destroyer Cult	1	Auxiliai 										680
Extermination Protocols; Fearsome Ruler; Move Through Cover												
Destroyer Lord	1		4	4	5	6	3	2	3	10	3+	[150]
Jet Pack Units (Character); Resurrection Orb; Bulky; Deep Strike; Independent Character; Preferred Enemy; Reanimation Protocols; Relentless; The Solar Staff												
Destroyers	3		4	4	4	5	2	2	1	10	3+	[130]
Jet Pack Units ; Gauss Cannon (x2); Heavy Gauss Cannon; Deep Strike; Preferred Enemy; Reanimation Protocols; Relentless; Very Bulky												
Destroyers	3		4	4	4	5	2	2	1	10	3+	[130]
Jet Pack Units ; Gauss Cannon (x2); Heavy Gauss Cannon; Deep Strike; Preferred Enemy; Reanimation Protocols; Relentless; Very Bulky												
Destroyers	3		4	4	4	5	2	2	1	10	3+	[120]
Jet Pack Units ; Gauss Cannon (x3); Deep Strike; Preferred Enemy; Reanimation Protocols; Relentless; Very Bulky												
Heavy Destroyers	3		4	4	4	5	2	2	1	10	3+	[150]
Jet Pack Units ; Heavy Gauss Cannon; Deep Strike; Preferred Enemy; Reanimation Protocols; Relentless; Very Bulky												
Royal Court	1	Comm: 										390
Move Through Cover; Relentless; Wisdom of the Ages												
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; Warlord ; Eternal Madness												
Vargard Obyron	1		6	4	5/7	5	2	2	3	10	2+	[120]
Infantry (Character); Warscythe; Ghostwalk Mantle; Cleaving Counterblow; Independent Character; Reanimation Protocols; The Vargard's Duty												
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												
Decurion Detachment	1	Grp: Detachment										0
Ever-living												
Total Cost:											1847	

Option Footnotes

Warlord Traits	
Eternal Madness	
Warlord	See WH40k, pg. 124.

Special Rules	
Adaptive Tactics	
Bulky	Bulky (see WH40k, pg. 159).
Cleaving Counterblow	
Counter Tactics	
Deep Strike	Deep Strike (see WH40k, pg. 162).
Enhanced Reanimation Protocols	
Ever-living	Models in this Detachment with the Reanimation Protocols special rule receive a +1 bonus to Reanimation Protocols rolls. Models in this Detachment with the Living Metal rule ignore the effects of Crew Stunned and Crew Shaken (but still lose a Hull Point). (See C:N, pg. 63).
Extermination Protocols	
Fearsome Ruler	
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).
The Stars Are Right	
The Vargard's Duty	
Very Bulky	Very Bulky (see WH40k, pg. 35).
Wisdom of the Ages	
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jet Pack Units	See WH40K rulebook, pgs. 44-49.
Jet Pack Units (Character)	See WH40K rulebook, pgs. 44-49.
JetBikes	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.
Ghostwalk Mantle	
Heavy Gauss Cannon	36"R, S9, AP2, Heavy 1, Gauss.
Nebuloscope	
Phase Shifter	
Resurrection Orb	
Shieldvanes	
Staff of Light	12"R, S5, AP3, Assault 3.
Staff of Tomorrow	S User, AP2, Melee, Chronoblade.
The Solar Staff	12"R, S5, AP3, Assault 3, Blind, Solar Pulse.
The Veil of Darkness	
Twin-linked Gauss Blaster	24"R, S5, AP4, Rapid Fire, Gauss.
Warscythe	S+2, AP2, Melee, Armourbane, Two-handed.