

## 1850 Pts - Necrons - Josh Meeks 1st Overall Wetcoast 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Decurion Detachment (68 , 1848 pts)</b>												
Reclamation Legion	1	Core, 										555
Enhanced Reanimation Protocols; Move Through Cover; Relentless												
Overlord	1		5	5	5/7	5	3	2	3	10	3+	[100]
Infantry (Character); Warscythe; Independent Character; 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	5		4	4	4	5	1	2	1	10	3+	[110]
JetBikes; Twin-linked Gauss Blaster (x5); Shieldvanes (x5); Nebuloscope (x5); Hammer of Wrath; Jink; Reanimation Protocols; Relentless; Very Bulky												
Destroyer Cult	1	Auxiliai 										675
Extermination Protocols; Fearsome Ruler; Move Through Cover												
Destroyer Lord	1		4	4	5/7	6	3	2	3	10	3+4(i)	[165]
Jet Pack Units (Character); Phase Shifter; Bulky; Deep Strike; Independent Character; Preferred Enemy; Reanimation Protocols; Relentless; Warlord; Voidreaper												
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												
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												
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												
Canoptek Harvest	1	Auxiliai 										438
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	6		4	4	6	5	2	2	3	10	3+3(i)	[258]
Beasts; Whip Coils (x6); Fearless; Fleet; Rending; Very Bulky; Wraith Form; Wraithflight												
Canoptek Scarabs	6		2	2	3	3	3	2	4	10	6+	[120]
Beasts; Entropic Strike; Fearless; Fleet; Swarms												
Deathmark	5		4	4	4	4	1	2	1	10	3+	90
Infantry; Synaptic Disintegrator; Deep Strike; Ethereal Interception; Hunters from Hyperspace; Reanimation Protocols												
Deathmark	5		4	4	4	4	1	2	1	10	3+	90
Infantry; Synaptic Disintegrator; Deep Strike; Ethereal Interception; Hunters from Hyperspace; Reanimation Protocols												
Decurion Detachment	1	Grp: Detachment										0
Ever-living												
<b>Total Cost:</b>											<b>1848</b>	

### Option Footnotes

	Warlord Traits
<b>Warlord</b>	See WH40k, pg. 124.

Special Rules	
Adaptive Subroutines	
Bulky	Bulky (see WH40k, pg. 159).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Enhanced Reanimation Protocols	
Entropic Strike	
Ethereal Interception	
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	
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).
Hunters from Hyperspace	
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
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).
Very Bulky	Very Bulky (see WH40k, pg. 35).
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	
Heavy Gauss Cannon	36"R, S9, AP2, Heavy 1, Gauss.
Nebuloscope	
Phase Shifter	
Shieldvanes	
Synaptic Disintegrator	24"R, S X, AP5, Rapid Fire, Sniper.
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.