

Paul Metcalfe 3rd Place West Of Scotland GT#1 2022 - Necrons

Factions used: Necrons - Andrekhs Dynasty

Army Points: 1995

Reinforcement points: 0

Number of Units / Killpoints: 117

Pre Game Stratagems: Dynastic Heirlooms [1CP]

Starting Command Points: 9

Warlord Trait: Implacable Conqueror

Army Traits (Custom - Andrekhs) :Relentlessly Expansionist, Eternal Conquerors

Secondary Objectives Information

No Prisoners: 110

To the Last Units: Void Dragon, Nightbringer, Wraiths

Titan Hunter: N/A

Bring it Down: 2

Assassination: 11

Abhor the Witch: N/A

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== Necrons – Andrekhs Dynasty – Battalion Detachment = 1CP 95PL 1645 Points ==

HQ: Overlord [6 PL, 100pts]: Tachyon arrow & Hyperphase Glaive (5pts) The Arrow of Infinity, Warlord

HQ: Technomancer [4 PL, 80pts]: Canoptek Cloak (5pts) Veil of Darkness

HQ: Psychomancer [5 PL, 95pts]: Atavindicator (25pts)

TR: 5 Immortals [4PL 85pts]

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EL: C'tan Shard of the Nightbringer [19 PL, 370pts]: Antimatter Meteor

EL: 6 Flayed Ones [6 PL, 60pts]

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EL: 5 Lychguard [7 PL, 140pts]: 5x Hyperphase Swords and Dispersion Shields

FA: 4 Canoptek Scarabs Swarms [4 PL, 60pts]

FA: 3 Canoptek Scarabs Swarms [2 PL, 45pts]

FA: 6 Canoptek Wraiths [10 PL, 210pts]

HS: Lokhust Heavy Destroyer [4 PL, 55pts] Gauss Destructor

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== Necrons – Andrekhs Dynasty – Auxilliary Support Detachment = 2CP 18PL 350 Points ==

EL: C'tan Shard of the Void Dragon [18 PL, 350pts]: Sky of Falling stars