Nicolas Ohlsen-Johnson 1st Place The Pecking Order - Turkey Wars 2022 - Necrons

++ Outrider Detachment -3CP (Necrons) [64 PL, 1,245pts, 2CP] ++

+ Configuration +

Battle Size [6CP]: 3. Strike Force (101-200 Total PL / 1001-2000 Points)

Detachment Command Cost [-3CP]

Dynasty Choice: Circumstance of Awakening: Relentlessly Expansionist, Dynastic Tradition: Eternal Conquerors, Dynasty: <Custom>

Game Type: 4. Chapter Approved: War Zone Nephilim

+ No Force Org Slot +

The plasmacytes perform an integral role in the Extermination Force. They allow the crypteks to keep a watch over the destroyers on the front lines as well as override them into a frenzy when necessary. The destroyers protect the plasmacyte in turn knowing that it carries the power to help them overcome even the strongest foe.

Viral Construct [1 PL, 15pts]: Canoptek Plasmacyte

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+HQ+

Time Keeper S'andtokh is a cryptek well practiced in the ways of chronomancy. He twists the strands of time around the Extermination Force to aid them in battle but also plays another role. Over time, the minds of the destroyers will degrade until they would be nothing but beasts, hell-bent on the extermination of all life. S'andtokh, and the other time keepers, track the degradation of their minds. They perform chronomancy when necessary, sending the mind back in time to when the destroyers first began to fall to madness. Because of the Time Keepers' work, the destroyers of the Extermination Force don't have to be culled as often allowing for shorter downtime between battles and a constantly growing army of monsters.

Time Keeper S'andtokh (Chronomancer) [5 PL, 75pts, -1CP]: Aeonstave, Dynastic Heirlooms, Relic: Veil of Darkness

+ Elites +

The Destroyer was the perfect Necron to fill the ranks of the Extermination Force. They sought to eradicate all forms of life, down to the last atom. When the Extermination Force was reactivated in the 41st Millenium, some of the destroyers behavior had changed. A peculiar fondness for rushing down the foe began to appear. The Phaeron of the Blades took a liking to this behavior and had the destroyers changed into a form more suitable to their talents. Thus the skorpekh destroyer was born.

Skorpekh Destroyers [8 PL, 180pts]

- . 2x Skorpekh Destroyer (Reap-Blade): 2x Hyperphase Reap-Blade
- . 4x Skorpekh Destroyer (Thresher): 4x Hyperphase Threshers

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- + Fast Attack +

Canoptek scarabs help maintain the tomb world that houses the Extermination Force. They repair injured combatants, maintain destroyers that are in stasis and monitor for any unwelcome visitors. On the battlefield the scarabs act as scouts for the crypteks. Providing a similar role to the tomb blades but with the added benefit of stealth. Even these maintenance bots are not to be underestimated because in a moment they can swarm and devour those that stand in their path.

Canoptek Scarab Swarms [6 PL, 135pts]

. 9x Canoptek Scarab Swarm: 9x Feeder Mandibles

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Canoptek Scarab Swarms [2 PL, 45pts]

. 3x Canoptek Scarab Swarm: 3x Feeder Mandibles

The Tomb Blade is typically a short range fighter. Zipping in and out of enemy ranks, unleashing havoc with every movement. In the Extermination Force the Tomb Blades act as scouts. They find enemy defenses and relay the information back to the main force. The whir of an approaching tomb blade squad means that one only has moments to run before the destroyers root out their location.

Tomb Blades [4 PL, 60pts]

- . Tomb Blade: Particle Beamer
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- + Heavy Support +

While many destroyers in the Extermination Force were modified into the skorpekh form, there were those that retained their original behavior. While somewhat rare these lokhusts would perform an important role. Striking from the darkness of space and time, these destroyers would appear

instantaneously to support the skorpekhs. Softening up their targets before the whirling blades crashed into their foes' ranks. While these destroyers are a bit more dated they are still not to be trifled with.

Lokhust Destroyers [15 PL, 285pts]

- . 6x Lokhust Destroyer: 6x Gauss Cannon
- . Lokhust Heavy Destroyer (Gauss Destructor)
- ++ Patrol Detachment -2CP (Necrons) [19 PL, 355pts, -2CP] ++
- + Configuration +

Detachment Command Cost [-2CP]

Dynasty Choice: Circumstance of Awakening: Relentlessly Expansionist, Dynastic Tradition: Eternal Conquerors, Dynasty: <Custom>

+ No Force Org Slot +

Viral Construct [1 PL, 15pts]: Canoptek Plasmacyte

+HQ+

Kamagitekh the Seeker is a cryptek who has dedicated himself to the art of technomancy. He sees the form of the Necron as the answer to his peoples' age old questions. By working with it, reshaping it, reforming it he believes he can solve many mysteries. Kamagitekh prefers to do his research in the field. He flys amongst the ranks of the Extermination Force reconstructing their ruined forms with a wave of his hand, always seeking, always searching for answers amongst the necrodermis.

Kamagitekh the Seeker (Technomancer) [6 PL, 80pts]: Arkana: Cortical Subjugator Scarabs, Canoptek Cloak

+ Troops +

The Immortals are the elite backbone of a typical Necron army but in the Extermination Force they provide a different role. Their ability to transmit orders and information is useful as a backfield presence. While protecting the crypteks they relay information from the front lines so that they can better decide where to send their forces.

Immortals [4 PL, 80pts]: 5x Immortal, Tesla Carbine

+ Elites +

Skorpekh Destroyers [8 PL, 180pts]

- . 2x Skorpekh Destroyer (Reap-Blade): 2x Hyperphase Reap-Blade
- . 4x Skorpekh Destroyer (Thresher): 4x Hyperphase Threshers
- ++ Supreme Command Detachment +2CP (Necrons) [21 PL, 400pts, 4CP] ++
- + Configuration +

Detachment Command Cost [2CP]

Dynasty Choice: Circumstance of Awakening: Relentlessly Expansionist, Dynastic Tradition: Eternal Conquerors, Dynasty: <Custom>

+ Primarch | Daemon Primarch | Supreme Commander +

The Silent King [21 PL, 400pts, 2CP]: Stratagem: Warlord Trait, Warlord Trait (Szarekhan): The Triarch's Will

. 2x Triarchal Menhir: 2x Annihilator Beam

++ Total: [104 PL, 4CP, 2,000pts] ++