

1850 Pts - Necron - Alexander Fennell's Necrons 1st Seed Adepticon 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Overlord (2⁺, 210 pts)												
Overlord	1		4	4	5/7	5	3	2	3	10	2+	210
(C:NE, pg. 30); Unit Type: Infantry; Warscythe; Mindshackle Scarabs; Sempiternal Weave; Ever-Living; Independent Character; Reanimation Protocols												
Catacomb Command Barge	1	Grp: -	BS: 4	FA: 11	SA: 11	RA: 11						[80]
(C:NE, pg. 52); Unit Type: Vehicle (Skimmer, Fast, Open-topped); Tesla Cannon; Quantum Shielding; Living Metal; Sweep Attack; Symbiotic Repair												
HQ: Overlord (1⁺, 180 pts)												
Overlord	1		4	4	5/7	5	3	2	3	10	2+	180
(C:NE, pg. 30); Unit Type: Infantry; Warscythe; Mindshackle Scarabs; Sempiternal Weave; Resurrection Orb; Ever-Living; Independent Character; Reanimation Protocols; Upgrade to Phaeron												
: Royal Court (4⁺, 160 pts)												
Royal Court	1											160
Harbinger of the Storm; Harbinger of Despair; Harbinger of Destruction												
Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[35]
(C:NE, pg. 31); Unit Type: Infantry; Harbinger of the Storm; Voltaic Staff; Lightning Field; Ever-Living; Reanimation Protocols												
Harbinger of Despair	1		4	4	4	4	1	2	1	10	4+	[70]
(C:NE, pg. 31); Unit Type: Infantry; Harbinger of Despair; Abyssal Staff; Nightmare Shroud; Veil of Darkness; Ever-Living; Reanimation Protocols												
Harbinger of Destruction	1		4	4	4	4	1	2	1	10	4+	[55]
(C:NE, pg. 31); Unit Type: Infantry; Harbinger of Destruction; Eldritch Lance; Solar Pulse; Ever-Living; Reanimation Protocols												
: Royal Court (3⁺, 90 pts)												
Royal Court	1											90
Harbinger of Destruction; Harbinger of the Storm												
Harbinger of Destruction	1		4	4	4	4	1	2	1	10	4+	[55]
(C:NE, pg. 31); Unit Type: Infantry; Harbinger of Destruction; Eldritch Lance; Solar Pulse; Ever-Living; Reanimation Protocols												
Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[35]
(C:NE, pg. 31); Unit Type: Infantry; Harbinger of the Storm; Voltaic Staff; Lightning Field; Ever-Living; Reanimation Protocols												
Troops: Immortals (8⁺, 136 pts)												
Immortals	8		4	4	4	4	1	2	1	10	3+	136
(C:NE, pg. 34); Unit Type: Infantry; Tesla Carbine; Reanimation Protocols												
Troops: Immortals (9⁺, 153 pts)												
Immortals	9		4	4	4	4	1	2	1	10	3+	153
(C:NE, pg. 34); Unit Type: Infantry; Gauss Blaster; Reanimation Protocols												
Troops: Warriors (6⁺, 180 pts)												
Warriors	5		4	4	4	4	1	2	1	10	4+	180
(C:NE, pg. 33); Unit Type: Infantry; Gauss Flayer; Reanimation Protocols												
Ghost Ark	1	Grp: -	BS: 4	FA: 11	SA: 11	RA: 11						[115]
(C:NE, pg. 53); Unit Type: Vehicle (Skimmer, Open-topped); Gauss Flayer Array (each side); Quantum Shielding; Living Metal; Repair Barge												
Fast Attack: Canoptek Wraiths (6⁺, 235 pts)												
Canoptek Wraiths	6		4	4	6	4	2	2	3	10	3+/3	235
(C:NE, pg. 44); Unit Type: Jump Infantry; Particle Caster (x1); Phase Shifter; Whip Coil (x2); Fearless; Phase Attacks; Wraithflight												
Fast Attack: Canoptek Scarabs (5⁺, 75 pts)												
Canoptek Scarabs	5		2	2	3	3	3	2	4	10	5+	75
(C:NE, pg. 45); Unit Type: Beasts; Entropic Strike; Fearless; Swarms												
Heavy Support: Canoptek Spyder (2⁺, 115 pts)												
Canoptek Spyder	2		3	3	6	6	3	2	2	10	3+	115
(C:NE, pg. 46); Unit Type: Monstrous Creature; Scarab Hive; Gloom Prism (x1); Fearless												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Canoptek Spyder (2^X, 115 pts)												
Canoptek Spyder	2	☞	3	3	6	6	3	2	2	10	3+	115
(C:NE, pg. 46); Unit Type: Monstrous Creature; Scarab Hive; Gloom Prism (x1); Fearless												
Heavy Support: Monolith (1^X, 200 pts)												
Monolith	1	☞	Grp: ☞ BS: 4 FA: 14 SA: 14 RA: 14									200
(C:NE, pg. 47); Unit Type: Vehicle (Heavy, Tank, Skimmer); Eternity Gate; Particle Whip; 4x Gauss Flux Arc; Deep Strike; Living Metal												
											Total Cost:	1849

Option Footnotes

Special Rules	
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
Entropic Strike	See C:NE, pg. 29.
Ever-Living	See C:NE, pg. 29.
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Independent Character	(See WH40k, pg. 50.)
Living Metal	See C:NE, pg. 29.
Phase Attacks	See C:NE, pg. 44.
Reanimation Protocols	See C:NE, pg. 29.
Repair Barge	See C:NE, pg. 53.
Swarms	Stealth (p76 WH40K 5E) and Vulnerable to Blast (p76 WH40K 5E), do not offer cover saves to certain models, conditions apply (p76 WH40K 5E)
Sweep Attack	See C:NE, pg. 52.
Symbiotic Repair	See C:NE, pg. 52.
Upgrade to Phaeron	See C:NE, pg. 30.
Wraithflight	See C:NE, pg. 44.
Unit Type	
Unit Type: Beasts	1) Unit has Fleet and may move 12" when assaulting. 2) Unit makes Fall Back moves of 3D6". (WH40k, pg. 54)
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Jump Infantry	1) Move up to 12" over terrain, start or end of move in Diff Terr, reqs Dangerous Terrain test. 2) May enter play by Deep Strike. 3) Assault 6" affected by Diff Terr. 4) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. (p.52 WH40k)
Unit Type: Monstrous Creature	Unit Type: Monstrous Creature (p.51 WH40k) 1) Have Move Through Cover (p. 75 WH40k) 2) Fire two weapons per turn and have Relentless (p. 76 WH40k). 3) Close combat wounds ignore Armour Saves. 4) Armour penetration 2D6+Str
Unit Type: Vehicle (Heavy, Tank, Skimmer)	Unit Type: Vehicle (Heavy, Tank, Skimmer) (WH40k, pp. 68-69, 70)
Unit Type: Vehicle (Skimmer, Fast, Open-topped)	Unit Type: Vehicle (Skimmer, Fast, Open-topped) (WH40k, pp. 70-71)
Unit Type: Vehicle (Skimmer, Open-topped)	Unit Type: Vehicle (Skimmer, Open-topped) (WH40k, pp. 70-71)
Wargear	
Lightning Field	See C:NE, pg. 85
Mindshackle Scarabs	See C:NE, pg. 81.
Nightmare Shroud	See C:NE, pg. 84
Solar Pulse	See C:NE, pg. 84
Veil of Darkness	See C:NE, pg. 84
Weapons	
4x Gauss Flux Arc	24" Range; S4; AP5; Heavy 3, Gauss.
Abyssal Staff	Template; S8; AP1; Assault 1, Shroud of Despair.
Eldritch Lance	36" Range; S8; AP2; Assault 1.
Eternity Gate	Portal of Exile: D6" Range; SX; AP-; Heavy1, Special.
Gauss Blaster	24" Range; S5; AP4; Rapid Fire, Gauss.
Gauss Flayer	24" Range; S4; AP5; Rapid Fire, Gauss.

Gauss Flayer Array (each side)	(5x) 24" Range; S4; AP5; Rapid Fire, Gauss.
Particle Caster	12" Range; S6; AP5; Pistol.
Particle Whip	24" Range; S8; AP3; Ordinance 1, Large Blast.
Tesla Cannon	24" Range; S6; AP-; Assault 2, Tesla.
Tesla Carbine	24" Range; S5; AP-; Assault 1, Tesla.
Voltaic Staff	12" Range; S5, AP-, Assault 4, Haywire.
Warscythe	2-hand Close Combat Weapon. See C:NE, pg. 83.