

Xenos - Necrons - 500pkt - (485 pts)

## Army Roster (Xenos - Necrons) (485 pts)

<b>Configuration</b>	
<b>Battle Size</b>	Incursion (1000 Point limit)
<b>Detachment Choice</b>	Awakened Dynasty Rules: Command Protocols
<b>Show/Hide Options</b>	Unaligned Fortifications are visible, Unaligned Forces are visible, Legends are visible
<b>Character (85 pts)</b>	
<b>Chronomancer (1) (85 pts)</b>	Veil of Darkness  Rules: Command Protocols, Leader, Reanimation Protocols, Blast Abilities: Chronometron, Invulnerable Save, Leader, Timesplinter Mantle, Veil of Darkness Unit: Chronomancer Melee Weapons: Chronomancer's stave Ranged Weapons: Chronomancer's stave
<b>Battleline (175 pts)</b>	
<b>Immortals (5) (75 pts)</b>	• 5x Immortal: Tesla carbine  Rules: Command Protocols, Reanimation Protocols, Assault, Sustained Hits Unit: Immortals Abilities: Implacable Eradication Melee Weapons: Close combat weapon[1] Ranged Weapons: Tesla carbine
<b>Necron Warriors (10) (100 pts)</b>	• 10x Warrior w/ gauss flayer  Rules: Command Protocols, Reanimation Protocols, Lethal Hits, Rapid Fire Unit: Necron Warriors Abilities: Their Number is Legion Ranged Weapons: Gauss flayer Melee Weapons: Close combat weapon[2]
<b>Infantry (90 pts)</b>	
<b>Skorpekh Destroyers (3) (90 pts)</b>	Plasmacyte • 3x Skorpekh Destroyer  Rules: Command Protocols, Reanimation Protocols Unit: Skorpekh Destroyers Abilities: Plasmacyte, Whirling Onslaught Melee Weapons: Skorpekh hyperphase weapons
<b>Vehicle (135 pts)</b>	
<b>Canoptek Doomstalker (1) (135 pts)</b>	Rules: Command Protocols, Reanimation Protocols, Deadly Demise D3, Blast, Heavy, Lethal Hits, Twin-linked, Rapid Fire Unit: Canoptek Doomstalker Abilities: Damaged: 1-4 wounds remaining, Invulnerable Save, Sentinel Construct Ranged Weapons: Doomsday blaster, Twin gauss flayer Melee Weapons: Doomstalker limbs

Rules:

<b>Command Protocols</b>	While a NECRONS CHARACTER model is leading this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.
<b>Leader</b>	While a Bodyguard unit contains a Leader, it is known as an Attached unit and, with the exception of rules that are triggered when units are destroyed (pg 12), it is treated as a single unit for all rules purposes. Each time an attack targets an Attached unit, until the attacking unit has resolved all of its attacks, you must use the Toughness characteristic of the Bodyguard models in that unit, even if a Leader in that unit has a different Toughness characteristic. Each time an attack sucessfully wounds an Attached unit, that attack cannot be allocated to a Character model in that unit, even if that Character model has lost one or more wounds or has already had attacks allocated to it this phase. As soon as the last Bodyguard model in an Attached unit has been destroyed, any attacks made against that unit that have yet to be allocated can then be allocated to Character models in that unit.
<b>Reanimation Protocols</b>	If your Army Faction is NECRONS, at the end of your Command phase, each unit from your army with this ability that is on the battlefield activates its Reanimation Protocols and reanimates D3 wounds. Each time such a unit reanimates a wound: % If that unit contains one or more models with fewer than their starting number of wounds, that model regains one lost wound. % If all models in that unit have their starting number of wounds, but that unit is destroyed, one model is returned to that unit with one wound remaining. Once such a unit is at its Starting Strength and all of its models have their starting number of wounds, nothing further happens.
<b>Blast</b>	Weapons with [BLAST] in their profile are known as Blast weapons, and they make a random number of attacks. Each time you determine how many attacks are made with a Blast weapon, add 1 to the result for every five models that were in the target unit when you selected it as the target (rounding down). Blast weapons can never be used to make attacks against a unit that is within Engagement Range of one or more units from the attacking model's army (including its own unit).
<b>Assault</b>	Weapons with [ASSAULT] in their profile are known as Assault weapons. If a unit that Advanced this turn contains any models equipped with Assault weapons, it is still eligible to shoot in this turn's Shooting phase. When such a unit is selected to shoot, you can only resolve attacks using Assault weapons its models are equipped with.
<b>Sustained Hits</b>	Weapons with [SUSTAINED HITS X] in their profile are known as Sustained Hits weapons. Each time an attack is made with such a weapon, if a Critical Hit is rolled, that attack scores a number of additional hits on the target as denoted by 'x'
<b>Lethal Hits</b>	Weapons with [LETHAL HITS] in their profile are known as Lethal Hits weapons. Each time an attack is made with such a weapon, a Critical Hit automatically wounds the target.
<b>Rapid Fire</b>	Weapons with [RAPID FIRE X] in their profile are known as Rapid Fire weapons. Each time such a weapon targets a unit within half that weapon's range, the Attacks characteristic of that weapon is increased by the amount denoted by 'x'.
<b>Deadly Demise D3</b>	Some models have 'Deadly Demise x' listed in their abilities. When such a model is destroyed, roll one D6 before removing it from play (if such a model is a TRANSPORT, roll before any embarked models disembark). On a 6, each unit within 6" of that model suffers a number of mortal wounds denoted by 'x' (if this is a random number, roll separately for each unit within 6").
<b>Heavy</b>	Weapons with [HEAVY] in their profile are known as Heavy weapons. Each time an attack is made with such a weapon, if the attacking model's unit Remained Stationary this turn, add 1 to that attack's Hit roll.
<b>Twin-linked</b>	Weapons with [TWIN-LINKED] in their profile are known as Twin-linked weapons. Each time an attack is made with such a weapon, you can re-roll that attack's Wound roll.

<b>Abilities</b>
<b>Chronometron</b>
In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 5". If it does, until the end of the turn, that unit is not eligible to declare a charge.
<b>Damaged: 1-4 wounds remaining</b>
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
<b>Implacable Eradication</b>
Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.
<b>Invulnerable Save</b>
This model has a 4+ invulnerable save.
<b>Leader</b>
This model can be attached to the following units: % IMMORTALS % NECRON WARRIORS You can attach this model to one of the above units even if one ROYAL WARDEN or NOBLE model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.
<b>Plasmacyte</b>
Once per battle for each Plasmacyte this unit has, when this unit is selected to fight, you can use this ability. If you do, until the end of the phase, melee weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability.
<b>Sentinel Construct</b>
Each time you target this unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.
<b>Their Number is Legion</b>
Each time this unit's Reanimation Protocols activate, you can re-roll the dice to see how many wounds are regenerated.
<b>Timesplinter Mantle</b>
While this model is leading a unit, each time an attack targets that unit, subtract 1 from the Hit roll.
<b>Veil of Darkness</b>
NECRONS model only. Once per battle, at the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, the bearer can use this Enhancement. If it does, remove that unit from the battlefield. Then, in the Reinforcements step of your next Movement phase, set up that unit anywhere on the battlefield that is more than 9" horizontally away from all enemy models.
<b>Whirling Onslaught</b>
Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1. If this unit made a Charge move this turn, you can re-roll the Hit roll instead.

Unit	M	T	SV	W	LD	OC
Canoptek Doomstalker	8"	8	3+	12	8+	4
Chronomancer	5"	4	4+	4	6+	1
Immortals	5"	5	3+	1	7+	2
Necron Warriors	5"	4	4+	1	7+	2
Skorpekh Destroyers	8"	6	3+	3	7+	2

Melee Weapons	Range	A	WS	S	AP	D	Keywords
Chronomancer's stave	Melee	3	4+	5	-1	1	-
Close combat weapon[1]	Melee	2	3+	4	0	1	-
Close combat weapon[2]	Melee	1	4+	4	0	1	-
Doomstalker limbs	Melee	3	4+	6	0	1	-
Skorpekh hyperphase weapons	Melee	4	3+	7	-2	2	-

Ranged Weapons	Range	A	BS	S	AP	D	Keywords
Chronomancer's stave	18"	D6	4+	5	-1	1	Blast
Doomsday blaster	48"	D6+1	4+	14	-3	3	Blast, Heavy
Gauss flayer	24"	1	4+	4	0	1	Lethal Hits, Rapid Fire 1
Tesla carbine	24"	2	3+	5	0	1	Assault, Sustained Hits 2
Twin gauss flayer	24"	1	4+	4	0	1	Lethal Hits, Rapid Fire 1, Twin-linked