Necrons (660pts)

Necrons: Codex (2015) (Combined Arms Detachment) (660pts)

HQ (65pts)

Cryptek (65pts)
Staff of Light
Independent Character, Reanimation Protocols, Technomancer

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Cryptek	Infantry (Character)	4	4	4	4	2	2	1	10	4+

Name	Range	Strength	AP	Type
Staff of Light	12"	5	3	Assault 3

Troops (130pts)

Warriors (130pts)

  10x Necron Warrior (130pts)
    10x Gauss Flayer
    Gauss, Reanimation Protocols

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Necron Warrior	Infantry	4	4	4	4	1	2	1	10	4+	Codex: Necron

Name	Range	Strength	AP	Type
Gauss Flayer	24"	4	5	Rapid Fire, Gauss

Fast Attack (405pts)

Canoptek Scarabs (60pts)
3x Canoptek Scarab (60pts)
Entropic Strike, Fearless, Swarms

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Canoptek Scarab	Beasts	2	2	3	3	3	2	4	10	6+	Codex: Necron

Canoptek Wraiths (129pts)

  Canoptek Wraith (43pts)
    Whip Coils (3pts)
    Fearless, Rending, Swiftstrike, Very Bulky, Wraith Flight, Wraith Form

  Canoptek Wraith (43pts)
    Whip Coils (3pts)
    Fearless, Rending, Swiftstrike, Very Bulky, Wraith Flight, Wraith Form

Canoptek Wraith (43pts)

Whip Coils (3pts)

Fearless, Rending, Swiftstrike, Very Bulky, Wraith Flight, Wraith Form

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Canoptek Wraith	Beasts	4	4	6	5	2	2	3	10	3+/3++	Codex: Necron

Name	Range	Strength	AP	Type
Whip Coils	-	User	-	Melee, Swiftstrike

Canoptek Wraiths (150pts)

Canoptek Wraith (50pts)

Transdimensional Beamer (10pts)

Exile Ray, Fearless, Rending, Very Bulky, Wraith Flight, Wraith Form

Canoptek Wraith (50pts)

Transdimensional Beamer (10pts)

Exile Ray, Fearless, Rending, Very Bulky, Wraith Flight, Wraith Form

Canoptek Wraith (50pts)

Transdimensional Beamer (10pts)

Exile Ray, Fearless, Rending, Very Bulky, Wraith Flight, Wraith Form

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Canoptek Wraith	Beasts	4	4	6	5	2	2	3	10	3+/3++	Codex: Necron

Name	Range	Strength	AP	Type	Ref
Transdimensional Beamer	12"	4	2	Heavy 1, Exile Ray	Codex: Necron

Tomb Blades (66pts)

Tomb Blade (22pts)

Nebuloscope (2pts), Shield Vanes (2pts), Twin-linked Gauss Blaster

Gauss, Reanimation Protocols

Tomb Blade (22pts)

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Tomb Blade (22pts)

Nebuloscope (2pts), Shield Vanes (2pts), Twin-linked Gauss Blaster

Gauss, Reanimation Protocols

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Tomb Blade (Shield Vanes)	Jetbike	4	4	4	5	1	2	1	10	3+	Codex: Necron

Name	Description
Nebuloscope	If a model is equipped with a nebuloscope, all of its ranged weapons have the Ignores Cover special rule.
Shield Vanes	Shield vanes confer a 3+ Armour Save.

Name	Range	Strength	AP	Type	Ref
Twin-linked Gauss Blasters	24"	5	4	Rapid Fire, Gauss	Codex: Necron

Heavy Support (60pts)

Canoptek Spyders (60pts)

Canoptek Spyder (60pts)

Twin-Linked Particle Beamer (10pts)

Fearless, Scarab Hive

Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save	Ref
Canoptek Spyder	Monstrous Creature	3	3	6	6	3	2	2	10	3+	Codex: Necron

Name	Range	Strength	AP	Type	Ref
Twin-Linked Particle Beamer	24"	6	5	Heavy 1, Blast	Codex: Necron

Selection Rules

Entropic Strike: If a model has this special rule, or is attacking with a Melee weapon that has this special rule, a To Wound roll of a 6 wounds automatically, regardless of the targetâ€™s Toughness. Against vehicles and buildings, an Armour Penetration roll of 6 that does not cause a penetrating hit automatically causes a glancing hit.

Exile Ray: When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the targetâ€™s Toughness, and the Wound has the Instant Death special rule. Against vehicles and buildings, an Armour Penetration roll of a 6 causes a penetrating hit, regardless of the targetâ€™s Armour Value.

Fearless: The unit automatically passes Pinning, Fear, Regroup and Morale-checks but cannot Go to Ground or choose to fail a Moral Check.

Gauss: When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the targetâ€™s Toughness. Against vehicles and buildings, an Armour Penetration roll of a 6 that does not cause a penetrating hit automatically causes a glancing hit.

Independent Character

Reanimation Protocols: When a model with this special rule suffers an unsaved Wound, it can make a special Reanimation Protocols roll to avoid being wounded. This is not a saving throw and so can be used against attacks that state â€˜no saves of any kind are allowedâ€™. Reanimation Protocols rolls may even be taken against hits with the Instant Death special rule, but cannot be used against hits from Destroyer weapons or any special rule or attack that states that the model is â€˜removed fromÂ playâ€™.

Roll a D6 each time the model suffers an unsaved Wound, subtracting 1 from the result if the hit that inflicted the Wound had the Instant Death special rule. On a 5+, discount the unsaved Wound â€“ treat it as having been saved. Certain special rules and wargear items can provide modifiers to this dice roll; these are cumulative, but the required dice roll can never be improved to be better than 4+.

If a unit has both the Reanimation Protocols and Feel No Pain special rules, you can choose to use one special rule or the other to attempt to avoid the Wound, but not both. Choose which of the two special rules you will use each time a model suffers an unsaved Wound.

Rending

Scarab Hive: Once per friendly Movement phase, each Canoptek Spyder can use this special rule to create Canoptek Scarabs. To do so, nominate a friendly unit of Canoptek Scarabs that is within 6" of the Canoptek Spyder. Add a single Canoptek Scarab base to the unit â€“ this can take the unit beyond its starting size, but must be placed within 6" of the Canoptek Spyder. If a model cannot be placed for any reason, it is destroyed. Canoptek Scarabs created in this manner can move and act normally this turn. Roll a D6 each time a Canoptek Spyder uses its Scarab Hive special rule, immediately after placing any Canoptek Scarabs that were created â€“ on a roll of a 1 the Canoptek Spyder suffers a single Wound with no saves of any kindÂ allowed.

Swarms: When two models are tied for the closest model, always allocate to the model with the least amount of Wounds left.

For Blasts and Templates each unsaved Wound is doubled unless it would cause Instant Death.
A unit with only Swarms-models is not slowed by Difficult Terrain.

Swiftstrike: A model attacking with this weapon adds 3 to its Initiative during the Fight sub-phase.

Technomancer: This model and all models with the Reanimation Protocols special rule in his unit receive a +1 bonus to Reanimation Protocols rolls.

Very Bulky

Wraith Flight: When moving, Canoptek Wraiths can move over all other models and terrain as if they were open ground. However, they cannot end their move on top of other models and can only end their move on top of impassable terrain if it is possible to actually place the models on top of it.

Wraith Form: Canoptek Wraiths have a 3+ invulnerable save.

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