

New Roster (Warhammer 40,000 7th Edition v4) (750pts)

Formation Detachment (Necrons: Codex (2015) v2) (750pts)

Formation (750pts)

Formation: Destroyer Cult (750pts)

Extermination Protocols, Fearsome Ruler, Move Through Cover

Destroyer Lord (150pts)

Artefact: The Solar Staff (15pts), Resurrection Orb (25pts)

Blind, Independant Character, Preferred Enemy, Reanimation Protocols, Solar Pulse

Destroyers (200pts)

Destroyer (40pts), Destroyer (40pts), Destroyer (40pts), Destroyer (40pts), Destroyer (40pts)

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Name	Unit Type	WS	BS	S	T	W	I	A	Ld	Save
Destroyer Lord	Jet Pack Infantry (Character)	4	4	5	6	3	2	3	10	3+
Necron Destroyer	Jet Pack Infantry	4	4	4	5	2	2	1	10	3+

Name	Description
Resurrection Orb	A resurrection orb can be activated once per game, immediately after an unsuccessful Reanimation Protocols roll has been made for the bearer of the resurrection orb or another model in the same unit. You can re-roll the failed Reanimation Protocols roll, and any further failed Reanimation Protocols rolls made for the bearer or any other model in the same unit, until the end of the phase.

Name	Range	Strength	AP	Type
Gauss Cannon	24"	5	3	Heavy 2, Gauss
The Solar Staff	12"	5	3	Assault 3, Blind, Solar Pulse

Selection Rules

Blind: Any unit hit by one or more models or weapons with this special rule must take an Initiative test at the end of the current phase. If the test is passed, all is well – a shouted warning has caused the warriors to avert their gaze. If the Initiative test is failed, all models in the unit are reduced to Weapon Skill and Ballistic Skill 1 until the end of their next turn. Should the attacking unit hit themselves, we assume they are prepared and they automatically pass the test. Any model that does not have an Initiative characteristic (for example, non-Walker vehicles, buildings etc.) is unaffected by this special rule.

Extermination Protocols: All units in this Formation re-roll failed To Wound rolls and Armour Penetration rolls in the Shooting phase.

Fearsome Ruler: If this Formation is chosen as your Primary Detachment, you can re-roll the result when rolling on the Warlord Traits table in Codex: Necrons.

Gauss: When firing a weapon with this special rule, a To Wound roll of a 6 wounds automatically, regardless of the target'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: Independent characters can join other units. They cannot, however, join units that contain vehicles or Monstrous Creatures. They can join other Independent Characters, though, to form a powerful multi-character unit! Independent Characters pass Look Out, Sir rolls on a 2+. A unit that contains one or more Independent Characters does not need a double 1 to Regroup if reduced to below 25% of its starting numbers, but instead tests as if it had at least 25% remaining.

Full details in BRB. Rule too long to copy verbatim.

Move Through Cover: A unit that contains at least one model with this special rule rolls an extra D6 when rolling to move through difficult terrain and is not slowed by charging through difficult terrain. In most circumstances, this will mean that, when moving, the unit rolls 3D6 and picks the highest roll. Furthermore, a model with the Move Through Cover special rule automatically passes Dangerous Terrain tests.

Preferred Enemy: This rule is often presented as Preferred Enemy (X) where X identifies a specific type of foe. If the special rule does not specify a type of foe, then everyone is a Preferred Enemy of the unit. A unit that contains at least one model with this special rule re-rolls failed To Hit and To Wound rolls of 1 if attacking its Preferred Enemy. This applies both to shooting and close combat attacks.

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 'no saves of any kind are allowed'. 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 'removed from play'.

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 - 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.

Solar Pulse: Once per game, at the start of any turn, the bearer can use this special rule. When he does, the Night Fighting rules are not in effect for the remainder of the turn (if they were in effect). In addition, when this special rule is used, enemy units targeting the bearer or his unit can only fire Snap Shots until the start of the bearer's next turn.

Very Bulky: Very Bulky models instead count as three models.

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