

## 1850 Pts - Necrons - Jon Camacho 7th Overall LVO 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Decurion Detachment (66  , 1849 pts)</b>												
Reclamation Legion	1	Grp:										600
Enhanced Reanimation Protocols; Move Through Cover; Relentless												
Nemesor Zahndrekh	1		5	5	5	5	3	2	3	10	2+/4(i)	[150]
Infantry (Character); Staff of Light; Phase Shifter; Adaptive Tactics; Counter Tactics; Independent Character; Reanimation Protocols; <b>Warlord</b> ; Eternal Madness												
Immortals	6		4	4	4	4	1	2	1	10	3+	[102]
Infantry; Gauss Blaster; Reanimation Protocols												
Warriors	10		4	4	4	4	1	2	1	10	4+	[130]
Infantry; Gauss Flayer; Reanimation Protocols												
Warriors	10		4	4	4	4	1	2	1	10	4+	[130]
Infantry; Gauss Flayer; Reanimation Protocols												
Tomb Blades	4		4	4	4	5	1	2	1	10	3+	[88]
JetBikes; Twin-linked Gauss Blaster (x4); Shieldvanes (x4); Nebuloscope (x4); Hammer of Wrath; Jink; Reanimation Protocols; Relentless; Very Bulky												
Judicator Battalion	1	Grp:										461
Move Through Cover; Target Designated												
Triarch Stalker	1	Grp:  WS: 4 BS: 4 St: 7 FA: 11 SA: 11 RA: 11 In: 8 At: 3 HP: 3										[125]
Vehicle (Walker, Open-Topped); Heat Ray (x1); Quantum Shielding; Hammer of Wrath; Living Metal; Move Through Cover; Targeting Relay												
Triarch Praetorians	6		4	4	5	5	1	2	2	10	3+	[168]
Jump Units; Rod of Covenant; Bulky; Deep Strike; Fearless; Reanimation Protocols												
Triarch Praetorians	6		4	4	5	5	1	2	2/3	10	3+	[168]
Jump Units; Voidblade; Particle Caster; Bulky; Deep Strike; Fearless; Reanimation Protocols												
Living Tomb	1	Grp:										500
Precision Arrival; Tomb Nexus												
Obelisk	1	Grp:  BS: 4 FA: 14 SA: 14 RA: 14 HP: 6 Save: -										[300]
Vehicle (Superheavy Vehicle, , Skimmer); Tesla Spheres (x4); Deep Strike; Gravity Pulse; Living Metal; Sleeping Sentry												
Monolith	1	Grp:  BS: 4 FA: 14 SA: 14 RA: 14 HP: 4 Save: -										[200]
Vehicle (Skimmer, Tank, Heavy); Gauss Flux Arcs (x4); Particle Whip; Eternity Gate; Deep Strike; Living Metal												
Deathmark	8		4	4	4	4	1	2	1	10	3+	144
Infantry; Synaptic Disintegrator; Deep Strike; Ethereal Interception; Hunters from Hyperspace; Reanimation Protocols												
Deathmark	8		4	4	4	4	1	2	1	10	3+	144
Infantry; Synaptic Disintegrator; Deep Strike; Ethereal Interception; Hunters from Hyperspace; Reanimation Protocols												
Decurion Detachment	1	Grp: Detachment										0
Ever-living												
<b>Total Cost:</b>												<b>1849</b>

### Option Footnotes

Warlord Traits	
Eternal Madness	
Ever-living	
<b>Warlord</b>	See WH40k, pg. 124.
Special Rules	
Adaptive Tactics	
Bulky	Bulky (see WH40k, pg. 159).
Counter Tactics	
Deep Strike	Deep Strike (see WH40k, pg. 162).
Enhanced Reanimation Protocols	
Ethereal Interception	

Fearless	Fearless (see WH40k, pg. 163).
Gravity Pulse	
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Hunters from Hyperspace	
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Living Metal	
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Precision Arrival	
Reanimation Protocols	
Relentless	Relentless (see WH40k, pg. 170).
Sleeping Sentry	
Target Designated	
Targeting Relay	
Tomb Nexus	
Very Bulky	Very Bulky (see WH40k, pg. 35).
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry</b> (Character)	See WH40K rulebook, pgs. 44-49.
<b>JetBikes</b>	See WH40K rulebook, pgs. 44-49.
<b>Jump Units</b>	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Skimmer, Tank, Heavy)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Superheavy Vehicle, , Skimmer)	See WH40K rulebook, pgs. 44-49.
<b>Vehicle</b> (Walker, Open-Topped)	See WH40K rulebook, pgs. 44-49.
Wargear	
Eternity Gate	
Gauss Blaster	24"R, S5, AP4, Rapid Fire, Gauss.
Gauss Flayer	24"R, S4, AP5, Rapid Fire, Gauss.
Gauss Flux Arcs	24"R, S5, AP4, Heavy 3, Gauss, Independent Targeting.
Heat Ray	Template, S5, AP4, Heavy 1 or 24"R, S8, AP1, Heavy 2, Melta.
Nebuloscope	
Particle Caster	12"R, S6, AP5, Pistol.
Particle Whip	24"R, S8, AP3, Ordnance 1, Large Blast.
Phase Shifter	
Quantum Shielding	
Rod of Covenant	12"R, S5, AP2, Assault 1 or S User, AP2, Melee, Two-handed.
Shieldvanes	
Staff of Light	12"R, S5, AP3, Assault 3.
Synaptic Disintegrator	24"R, S X, AP5, Rapid Fire, Sniper.
Tesla Spheres	24"R, S7, AP -, Heavy 5, Tesla.
Twin-linked Gauss Blaster	24"R, S5, AP4, Rapid Fire, Gauss.
Voidblade	S User, AP4, Melee, Entropic Strike, Rending.