

⚠ 1850 Pts - Necrons - Alexander Gonzalez 1st Overall DMB Brawl 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Combined Arms Detachment (23 ⚔, 1130 pts)												
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; Warlord ; Eternal Madness												
Destroyer Lord	1		4	4	5/7	6	3	2	3	10	2+/4(i)	190
Jet Pack Units (Character); Warscythe; Phase Shifter; Bulky; Deep Strike; Fear; Independent Character; Preferred Enemy; Reanimation Protocols; Relentless; The Nightmare Shroud												
Lychguard	8		4	4	5/7	5	1	2	2	10	3+	200
Infantry; Warscythe; Reanimation Protocols												
Immortals	5		4	4	4	4	1	2	1	10	3+	85
Infantry; Gauss Blaster; Reanimation Protocols												
Immortals	5		4	4	4	4	1	2	1	10	3+	85
Infantry; Gauss Blaster; Reanimation Protocols												
Sentry Pylon Battery	1											320
(IA:12, pg. 123); Sentry Pylon; Sentry Pylon												
Sentry Pylon	1		0	4	0	7	3	0	0	10	3+	[160]
(IA:12, pg. 123); Focussed Death Ray; Canoptek Artillery; Fearless												
Sentry Pylon	1		0	4	0	7	3	0	0	10	3+	[160]
(IA:12, pg. 123); Focussed Death Ray; Canoptek Artillery; Fearless												
Void Shield Generator	1											100
(Stronghold Assault, pg. 31); Impassible Building (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Combined Arms Detachment	1	Grp: Detachment										0
Formation: Royal Court (3 ⚔, 340 pts)												
Royal Court	1	Comm:										340
Move Through Cover; Relentless; Wisdom of the Ages												
Overlord	1		5	5	5	5	3	2	3	10	3+	[130]
Infantry (Character); Hyperphase Sword; Resurrection Orb; Deep Strike; Independent Character; Reanimation Protocols; The Veil of Darkness												
Lord	1		4	4	5	5	2	2	2	10	3+	[90]
Infantry (Character); Resurrection Orb; Independent Character; Reanimation Protocols; The Solar Staff												
Orikan the Diviner	1		4	4	4	4	2	2	2	10	4+/4(i)	[120]
Infantry (Character); Staff of Tomorrow; Phase Shifter; Independent Character; Master Chronomancer; Reanimation Protocols; The Stars Are Right												
: Combined Arms Detachment (66 ⚔, 376 pts)												
Renegade Command Squad (HQ)	4		3	4	3	3	1	3	1	*	5+	55
[Chaos]	(IA13, pg. 154); Infantry ; Frag Grenades; Flak Armour; Close Combat Weapon (x4); Lasgun (x4); Fanatic; Uncertain Worth											
Arch-Demagogue [Chaos]	1		4	4	3	3	3	3	3	*	5+	[10]
(IA5 - 2E, pg. 240); Infantry (Character); Frag Grenades; Flak Armour; Close Combat Weapon; Laspistol; Fanatic; Independent Character; Master of Renegades; Uncertain Worth; Chaos Covenant; Covenant of Nurgle												
Plague Zombie Horde (Troops)	12		2	2	3	3	1	2	1	-	-	36
[Chaos]	(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											
Plague Zombie Horde (Troops)	12		2	2	3	3	1	2	1	-	-	36
[Chaos]	(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											
Plague Zombie Horde (Troops)	13		2	2	3	3	1	2	1	-	-	39
[Chaos]	(IA13, pg. 165); Infantry ; Close Combat Weapon; Fearless; Feel No Pain (4+); Slow and Purposeful; Warp Plague											

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Renegade Field Artillery Battery (Heavy) [Chaos]	2		-	-	-	7	2	-	-	-	3+	70
	(IA13, pg. 180); Artillery ; Heavy Quad Launcher (x2); Militia Training; Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew [Chaos]	6		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x6); Lasgun (x6); Militia Training; Uncertain Worth											
Renegade Field Artillery Battery (Heavy) [Chaos]	2		-	-	-	7	2	-	-	-	3+	70
	(IA13, pg. 180); Artillery ; Heavy Quad Launcher (x2); Militia Training; Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew [Chaos]	6		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x6); Lasgun (x6); Militia Training; Uncertain Worth											
Renegade Field Artillery Battery (Heavy) [Chaos]	2		-	-	-	7	2	-	-	-	3+	70
	(IA13, pg. 180); Artillery ; Heavy Quad Launcher (x2); Militia Training; Explosive Demise; Extremely Bulky; Immobile Artillery; Shell Shock											
Renegade Crew [Chaos]	6		3	3	3	3	1	3	1	*	-	[0]
	Infantry ; Frag Grenades; Close Combat Weapon (x6); Lasgun (x6); Militia Training; Uncertain Worth											
Combined Arms Detachment [Chaos]	1	Grp: Detachment										0
Total Cost:											1846	