



PLAYER	Mike Adams
ARMY	Enslave The Galaxy (Necrons)

UNIT	WS	BS	S	T	W	I	A	Ld	Sv	NOTES	POINTS
HQ The Deceiver	5	3	9	8	5	5	4	10	4+	Monstrous Creature, Immune to Natural Law, Necrodermis, Drain Life, Manifestation, Above All Others, Fearless, Deceive, Grand Illusion, Dread, Misdirect	300
Elites 7 Flayed Ones	4	4	4	4	1	4	2	10	3+	Necron, Infiltrators, Deep Strike, Move Through Cover, Terrifying Visage	126
7 Immortals	4	4	4	5	1	2	1	10	3+	Necron, Gauss Blaster	196
Troops 10 Warriors 10 Warriors	4	4	4	4	1	2	1	10	3+	Necron, Reserves, Gauss Flayer	180 180
Fast Attack 3 Destroyers	4	4	4	5	1	2	1	10	3+	Necron, Jetbikes, Gauss Cannon	150
Heavy Support 2 Heavy Destroyers	4	4	4	5	1	2	1	10	3+	Necron, Jetbikes, Heavy Gauss Cannon	130

VEHICLE	Front	Side	Rear	BS	TYPE & NOTES	POINTS
Heavy Support Monolith	14	14	14	4	Tank, Skimmer, Living Metal, Ponderous, Deep Strike, Gauss Flux Arc Projectors, Power Matrix	235

Total Points **1497**



WEAPON	Range	Str	AP	Type	NOTES
Gauss Flayer	24"	4	5	Rapid Fire	Gauss Weapons
Gauss Blaster	24"	5	4	Assault 2	Gauss Weapons
Gauss Cannon	36"	6	4	Heavy 3	Gauss Weapons
Heavy Gauss Cannon	36"	9	2	Heavy 1	Gauss Weapons
Gauss Flux Arc	12"	5	4	Heavy D6 (per target unit)	Gauss Weapons
Particle Whip	24"	9	3	Ordnance 1 /Blast	Any model under Ordnance template hole hit with AP1 attack



They will seek to harvest us at first, for they will be hungry after their long sleep.

Then they will turn their efforts to enslaving the survivors.