

▲ 1850 Pts - Necrons - 6th Overall Alex Gonzalez Necrons

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Destroyer Lord (1 ⚔, 190 pts)												
Destroyer Lord	1	☠	4	4	5/7	6	3	2	3	10	2+	190
(C:NE, pg. 31); Jump Units (Character); Warscythe; Sempiternal Weave: See C:NE, pg. 82.; Mindshackle Scarabs; Resurrection Orb: See C:NE, pg. 82.; Ever-Living; Independent Character; Preferred Enemy; Reanimation Protocols												
HQ: Nemesor Zahndrekh (1 ⚔, 185 pts)												
Nemesor Zahndrekh	1	☠	4	4	5	5	3	2	3	10	2+/3(i)	185
(C:NE, pg. 60); Infantry ; Staff of Light; Phase Shifter: See C:NE, pg. 82.; Resurrection Orb: See C:NE, pg. 82.; Sempiternal Weave: See C:NE, pg. 82.; Adaptive Tactics; Counter Tactics; Phased Reinforcements; Ever-Living; Independent Character; Reanimation Protocols; Warlord												
: Royal Court (4 ⚔, 100 pts)												
Royal Court	1											100
Harbinger of the Storm; Harbinger of the Storm; Harbinger of the Storm; Harbinger of the Storm												
Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[25]
(C:NE, pg. 32); Infantry (Character); Harbinger of the Storm; Voltaic Staff; Ever-Living; Reanimation Protocols												
Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[25]
(C:NE, pg. 32); Infantry (Character); Harbinger of the Storm; Voltaic Staff; Ever-Living; Reanimation Protocols												
Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[25]
(C:NE, pg. 32); Infantry (Character); Harbinger of the Storm; Voltaic Staff; Ever-Living; Reanimation Protocols												
Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[25]
(C:NE, pg. 32); Infantry (Character); Harbinger of the Storm; Voltaic Staff; Ever-Living; Reanimation Protocols												
Troops: Warriors (6 ⚔, 165 pts)												
Warriors	5	☠	4	4	4	4	1	2	1	10	4+	165
(C:NE, pg. 33); Infantry ; Gauss Flayer; Reanimation Protocols												
Night Scythe	1		Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3									[100]
(C:NE, pg. 51); (DFTS, pgs. 61 & 70); Vehicle (Transport); 1 Access Point; 15 model capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic												
Troops: Warriors (6 ⚔, 165 pts)												
Warriors	5	☠	4	4	4	4	1	2	1	10	4+	165
(C:NE, pg. 33); Infantry ; Gauss Flayer; Reanimation Protocols												
Night Scythe	1		Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3									[100]
(C:NE, pg. 51); (DFTS, pgs. 61 & 70); Vehicle (Transport); 1 Access Point; 15 model capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic												
Troops: Warriors (6 ⚔, 165 pts)												
Warriors	5	☠	4	4	4	4	1	2	1	10	4+	165
(C:NE, pg. 33); Infantry ; Gauss Flayer; Reanimation Protocols												
Night Scythe	1		Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3									[100]
(C:NE, pg. 51); (DFTS, pgs. 61 & 70); Vehicle (Transport); 1 Access Point; 15 model capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic												
Troops: Warriors (6 ⚔, 165 pts)												
Warriors	5	☠	4	4	4	4	1	2	1	10	4+	165
(C:NE, pg. 33); Infantry ; Gauss Flayer; Reanimation Protocols												
Night Scythe	1		Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3									[100]
(C:NE, pg. 51); (DFTS, pgs. 61 & 70); Vehicle (Transport); 1 Access Point; 15 model capacity; TL Tesla Destructor; Deep Strike; Invasion Beams; Living Metal; Skyfire; Supersonic												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Canoptek Wraiths (5 ⚔, 215 pts)												
Canoptek Wraiths	5		4	4	6	4	2	2	3	10	3+/3(i)	215
(C:NE, pg. 44); Jump Units ; Phase Shifter: See C:NE, pg. 82.; Whip Coil (x4): See C:NE, pg. 44.; Fearless; Phase Attacks; Wraithflight; Bulky; Deep Strike												
Heavy Support: Annihilation Barge (1 ⚔, 90 pts)												
Annihilation Barge	1	Grp: ⚔										90
(C:NE, pg. 49); Tesla Cannon; TL Tesla Destructor; Quantum Shielding: See C:NE, pg. 82.; Living Metal; Jink; Vehicle (Open-topped, Skimmer)												
Heavy Support: Annihilation Barge (1 ⚔, 90 pts)												
Annihilation Barge	1	Grp: ⚔										90
(C:NE, pg. 49); Tesla Cannon; TL Tesla Destructor; Quantum Shielding: See C:NE, pg. 82.; Living Metal; Jink; Vehicle (Open-topped, Skimmer)												
Heavy Support: Sentry Pylon Battery (2 ⚔, 320 pts)												
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												
											Total Cost:	1850

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 111.
Special Rules	
Adaptive Tactics	See C:NE, pg. 61 and FAQ v1, Ammendments.
Bulky	Bulky (see WH40k, pg. 35).
Canoptek Artillery	See IA:12, pg. 123.
Counter Tactics	See C:NE, pg. 61 and FAQ v1, Ammendments.
Deep Strike	Deep Strike (see WH40k, pg. 36).
Ever-Living	See C:NE, pg. 29.
Fearless	Fearless (see WH40k, pg. 35).
Independent Character	Independent Character (see WH40k, pg. 39).
Invasion Beams	See C:NE pg. 51 and FAQ v1, Ammendments.
Jink	Jink (see WH40k, pg. 38).
Living Metal	See C:NE, pg. 29.
Phase Attacks	See C:NE, pg. 44.
Phased Reinforcements	See C:NE, pg. 61.
Preferred Enemy	(Everything!)
Reanimation Protocols	See C:NE, pg. 29.
Skyfire	Skyfire (see WH40k, pg. 42).
Supersonic	See WH40k, pg. 43.
Wraithflight	See C:NE, pg. 44.
Unit Type	
Infantry	Infantry (see WH40k, pg. 44).
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Jump Units	Jump Units (see WH40k, pg. 47).
Jump Units (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Open-topped, Skimmer)	Vehicle (Open-topped, Skimmer) (see WH40k, pgs. 82-83).
Vehicle (Transport)	See WH40K rulebook, pgs. 44-49.
Wargear	
Mindshackle Scarabs	See C:NE, pg. 81 and FAQ v1, Ammendments.
Weapons	
Focussed Death Ray	24" Range; S10; AP1; Heavy1, See IA:12, pg. 107.
Gauss Flayer	24" Range; S4; AP5; Rapid Fire, Gauss, See C:NE, pg. 81.
Staff of Light	12" Range; S5; AP3; Assault 3, See C:NE, pg. 82.
Tesla Cannon	24" Range; S6; AP-; Assault 2, Tesla, See C:NE, pg. 82.
TL Tesla Destructor	24" Range; S7; AP-; Assault 4, See C:NE, pg. 82.

Voltaic Staff	12" Range; S5, AP-, Assault 4, Haywire, See C:NE, pg. 85.
Warscythe	- Range; S +2; AP1; Melee, Armourbane, 2hand, See C:NE, pg. 83 and FAQ v1, Ammendments.

Validation Report

c-1. File Version: 1.46 For Bug Reports/www.ab40k.org; b-1. Roster Options: Generic Unit, Imperial Armour, Non-Codex Materials, Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers

Warning: The current roster or units within it may need opponents's permission to use.

Roster Statistics

% HQ: 20.3

% Elite: 0

% Troops: 35.7

% Fast: 11.6

% Heavy: 27







% Fortification: 0

% Wargear: 0

Model Count: 40

Files version: 1.46

% Knight: 0

Group	Min	Max	Used
	1	2	2
	0	3	0
	2	6	4
	0	3	1
	0	3	3
	0	1	0