






▲ 1850 Pts - Necrons - 7th Overall Chris Long Necrons - Chaos Space Marines

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Overlord (2 ⚔, 285 pts)												
Overlord	1		4	4	5/7	5	3	2	3	10	2+/3(i)	285
(C:NE, pg. 30); Infantry ; Warscythe; Mindshackle Scarabs; Sempiternal Weave: See C:NE, pg. 82.; Resurrection Orb: See C:NE, pg. 82.; Phase Shifter: See C:NE, pg. 82.; Ever-Living; Independent Character; Reanimation Protocols; Warlord												
Catacomb Command Barge	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11 HP: 3										[80]
(C:NE, pg. 52); Chariot ; Tesla Cannon; Quantum Shielding: See C:NE, pg. 82.; Living Metal; Sweep Attack; Symbiotic Repair; Fearless; Hammer of Wrath; Jink; Vehicle (Fast, Open-topped, Skimmer)												
Elite: Deathmarks (6 ⚔, 195 pts)												
Deathmarks	5		4	4	4	4	1	2	1	10	3+	195
(C:NE, pg. 36); Infantry ; Synaptic Disintegrator; Deep Strike; Ethereal Interception; Hunters from Hyperspace; 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												
: Royal Court (4 ⚔, 135 pts)												
Royal Court	1											135
Harbinger of the Storm; Harbinger of the Storm; Harbinger of the Storm; Harbinger of Despair												
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 Despair	1		4	4	4	4	1	2	1	10	4+	[60]
(C:NE, pg. 32); Infantry (Character); Harbinger of Despair; Abyssal Staff; Veil of Darkness; 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												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Annihilation Barge (1 ⚔, 90 pts)												
Annihilation Barge	1	Grp: ⚔		BS: 4	FA: 11	SA: 11	RA: 11	HP: 3				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: ⚔		BS: 4	FA: 11	SA: 11	RA: 11	HP: 3				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: ⚔		BS: 4	FA: 11	SA: 11	RA: 11	HP: 3				90
(C:NE, pg. 49); Tesla Cannon; TL Tesla Destructor; Quantum Shielding: See C:NE, pg. 82.; Living Metal; Jink; Vehicle (Open-topped, Skimmer)												
HQ: Chaos Lord (1 ⚔, 150 pts)												
Chaos Lord (HQ) [Chaos]	1		5	4	4/6	5	4	5	4/5	10	3+	150
(C:CSM, pp. 31 & 93); Cavalry (Character); Frag Grenades; Krak Grenades; Power Armour; Mark of Khorne; Bolt Pistol; Juggernaut of Khorne; Axe of Blind Fury; Champion of Chaos; Counter-attack; Fearless; Hatred (Space Marines); Independent Character; Rage; Rage; Veterans of the Long War												
<i>Axe of Blind Fury</i> [Chaos]	1	Axe of Blind Fury (see C:CSM, pg. 69).										[35]
Troops: Chaos Cultists (35 ⚔, 150 pts)												
Chaos Cultists (Troops) [Chaos]	34		3	3	3	3	1	3	1	7	6+	150
(C:CSM, pp. 38 & 95); Infantry ; Improvised Armour; Autopistol (x34); Close Combat Weapon (x34)												
Cultist Champion [Chaos]	1		3	3	3	3	1	3	2/3	8	6+	[14]
(C:CSM, pp. 46 & 98); Infantry (Character); Improvised Armour; Autopistol; Close Combat Weapon; Champion of Chaos												
Fast Attack: Helderake (1 ⚔, 170 pts)												
Helderake (Fast) [Chaos]	1	Grp:		BS: 3	FA: 12	SA: 12	RA: 10	HP: 3				170
(C:CSM, pp. 52 & 101); Vehicle (Flyer w/ Hover mode); Daemonic Possession; Baleflamer; Fear; Daemon; Daemonforge; It Will Not Die; Meteoric Descent												
											Total Cost:	1850

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 111.
Special Rules	
Champion of Chaos	Champion of Chaos (see C:CSM, pg. 28).
Counter-attack	Counter-attack (see WH40k, pg. 35).
Daemon	Daemon (see WH40k, pg. 35).
Daemonforge	Daemonforge (see C:CSM, pg. 51).
Deep Strike	Deep Strike (see WH40k, pg. 36).
Ethereal Interception	See C:NE, pg. 36.
Ever-Living	See C:NE, pg. 29.
Fear	Fear (see WH40k, pg. 35).
Fearless	Fearless (see WH40k, pg. 35).
Hammer of Wrath	Hammer of Wrath (see WH40k, pg. 37 & 82).
Hatred (Space Marines)	Hatred (see WH40k, pg. 37).
Hunters from Hyperspace	See C:NE, pg. 36.
Independent Character	Independent Character (see WH40k, pg. 39).
Invasion Beams	See C:NE pg. 51 and FAQ v1, Ammendments.
It Will Not Die	It Will Not Die (see WH40k, pg. 38).
Jink	Jink (see WH40k, pg. 38).
Living Metal	See C:NE, pg. 29.
Meteoric Descent	Meteoric Descent (see C:CSM, pg. 52).
Rage	Rage (see WH40k, pg. 41).
Reanimation Protocols	See C:NE, pg. 29.
Skyfire	Skyfire (see WH40k, pg. 42).
Supersonic	See WH40k, pg. 43.
Sweep Attack	See C:NE, pg. 52.

Symbiotic Repair	See C:NE, pg. 52 and FAQ v1, Ammendments.
Veterans of the Long War	Veterans of the Long War (see C:CSM, pg. 30).
Unit Type	
Cavalry (Character)	See WH40K rulebook, pgs. 44-49.
Chariot	Chariot (see WH40k, pg. 46).
Infantry	Infantry (see WH40k, pg. 44).
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Fast, Open-topped, Skimmer)	Vehicle (Fast, Open-topped, Skimmer) (see WH40k, pp. 82-83)
Vehicle (Flyer w/ Hover mode)	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	
Axe of Blind Fury	S +2; AP 2; Melee, Blinded, Daemon Weapon (see C:CSM, pg. 69).
Daemonic Possession	Daemonic Possession (see C:CSM, pg. 68).
Frag Grenades	Range 8"; S 3; AP -; Assault 1, Blast.
Improvised Armour	Improvised Armour (see C:CSM, pg. 68).
Juggernaut of Khorne	Juggernaut of Khorne (see C:CSM, pg. 67).
Krak Grenades	Range 8"; S 6; AP 4; Assault 1.
Mark of Khorne	Mark of Khorne (see C:CSM, pg. 30).
Mindshackle Scarabs	See C:NE, pg. 81 and FAQ v1, Ammendments.
Power Armour	Confers a 3+ Armour Save.
Veil of Darkness	See C:NE, pg. 84
Weapons	
Abyssal Staff	Template; S8; AP1; Assault 1, Shroud of Despair, See C:NE, pg. 84.
Autopistol	12" Range; S 3; AP -; Pistol.
Baleflamer	Template; S 6; AP 3; Heavy1, Soul Blaze, Torrent. (See C:CSM, pg. 65)
Bolt Pistol	12" Range; S 4; AP 5; Pistol.
Close Combat Weapon	S User; AP - ; Melee.
Gauss Flayer	24" Range; S4; AP5; Rapid Fire, Gauss, See C:NE, pg. 81.
Synaptic Disintegrator	24" Range; SX; AP5; Rapid Fire, Sniper, See C:NE, pg. 36.
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: Allies of Convenience

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

Roster Statistics

% HQ: 15.4
 % Elite: 10.5
 % Troops: 26.8
 % Fast: 0
 % Heavy: 14.6
 % Fortification: 0
 % Wargear: 1.9
 Model Count: 70
 Files version: 1.46
 % Knight: 0

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