























⚠ Unlimited Pts - Necrons

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Destroyer Lord (1 ⚔, 125 pts)												
Destroyer Lord	1	☠	4	4	5/7	6	3	2	3	10	3+	125
(C:NE, pg. 31) Jump Units (Character) Warscythe Bulky Deep Strike Ever-Living Independent Character Preferred Enemy Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Overlord (1 ⚔, 90 pts)												
Overlord	1	☠	4	4	5	5	3	2	3	10	3+	90
(C:NE, pg. 30) Infantry Staff of Light Ever-Living Independent Character Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Overlord (1 ⚔, 90 pts)												
Overlord	1	☠	4	4	5	5	3	2	3	10	3+	90
(C:NE, pg. 30) Infantry Staff of Light Ever-Living Independent Character Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Imotekh the Stormlord (1 ⚔, 225 pts)												
Imotekh the Stormlord	1	☠	4	4	5	5	3	2	3	10	2+/3(i)	225
(C:NE, pg. 54) Infantry Gauntlet of Fire Staff of the Destroyer Bloodswarm Nanoscarabs: See C:NE, pg. 55. Phase Shifter: See C:NE, pg. 82. Phylactery: See C:NE, pg. 82. Sempiternal Weave: See C:NE, pg. 82. Humiliating Defeat Hyperlogical Strategy Lord of the Storm Phaeron Ever-Living Independent Character Reanimation Protocols Relentless												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Illuminor Szeras (1 , 100 pts)												
Illuminor Szeras	1		4	4	4	4	2	2	4	10	3+	100
(C:NE, pg. 56) Infantry Eldritch Lance Gaze of Flame Mechanical Augmentation Ever-Living Independent Character Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Warriors (10 , 130 pts)												
Warriors	10		4	4	4	4	1	2	1	10	4+	130
(C:NE, pg. 33) Infantry Gauss Flayer Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Warriors (10 , 130 pts)												
Warriors	10		4	4	4	4	1	2	1	10	4+	130
(C:NE, pg. 33) Infantry Gauss Flayer Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Warriors (10 , 130 pts)												
Warriors	10		4	4	4	4	1	2	1	10	4+	130
(C:NE, pg. 33) Infantry Gauss Flayer Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Warriors (5 , 65 pts)												
Warriors	5		4	4	4	4	1	2	1	10	4+	65
(C:NE, pg. 33) Infantry Gauss Flayer Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Troops: Immortals (10 , 170 pts)												
Immortals	10		4	4	4	4	1	2	1	10	3+	170
(C:NE, pg. 34) Infantry Gauss Blaster Reanimation Protocols												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: C'Tan Shard (1 ⚔, 185 pts)												
C'Tan Shard	1		5	5	7	7	4	4	4	10	4+/4(i)	185
(C:NE, pg. 40) Monstrous Creature (Character) Necrodermis: See C:NE, pg. 40. Eternal Warrior Fearless Immune to Natural Law Fear Hammer of Wrath Move Through Cover Relentless Smash												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Deathmarks (5 ⚔, 95 pts)												
Deathmarks	5		4	4	4	4	1	2	1	10	3+	95
(C:NE, pg. 36) Infantry Synaptic Disintegrator Deep Strike Ethereal Interception Hunters from Hyperspace Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Lychguards (5 ⚔, 200 pts)												
Lychguards	5		4	4	5/7	5	1	2	2	10	3+	200
(C:NE, pg. 35) Infantry Warscythe Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Elite: Triarch Stalker (1 ⚔, 150 pts)												
Triarch Stalker	1	Grp:	WS: 4	BS: 4	St: 7	In: 2	At: 3	FA: 11	SA: 11	RA: 11		150
(C:NE, pg. 39) Heat Ray Quantum Shielding: See C:NE, pg. 82. Living Metal Move Through Cover Targeting Relay Vehicle (Open-topped, Walker)												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Canoptek Scarabs (4 ⚔, 60 pts)												
Canoptek Scarabs	4		2	2	3	3	3	2	4	10	5+	60
(C:NE, pg. 45) Beasts Entropic Strike Fearless Swarms Fleet Move Through Cover												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Canoptek Wraiths (6 , 210 pts)												
Canoptek Wraiths	6		4	4	6	4	2	2	3	10	3+/3(i)	210
(C:NE, pg. 44) Jump Units Phase Shifter: See C:NE, pg. 82. Fearless Phase Attacks Wraithflight Bulky Deep Strike												
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)												
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)												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Canoptek Spyder (1 , 50 pts)												
Canoptek Spyder	1		3	3	6	6	3	2	2	10	3+	50
(C:NE, pg. 46) Monstrous Creature Scarab Hive: See C:NE, pg. 46. Fearless Fear Hammer of Wrath Move Through Cover Relentless Smash												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Doom Scythe (1 , 175 pts)												
Doom Scythe	1	Grp: 	BS: 4 FA: 11 SA: 11 RA: 11 HP: 3									175
(C:NE, pg. 50) (DFTS, pgs. 60 & 70) Vehicle (Flyer) Death Ray TL Tesla Destructor Living Metal Skyfire Supersonic												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Doom Scythe (1 ⚔, 175 pts)												
Doom Scythe	1	Grp: 🏹	BS: 4	FA: 11	SA: 11	RA: 11	HP: 3					175
(C:NE, pg. 50) (DFTS, pgs. 60 & 70) Vehicle (Flyer) Death Ray TL Tesla Destructor Living Metal Skyfire Supersonic												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Doomsday Ark (1 ⚔, 175 pts)												
Doomsday Ark	1	Grp: 🏹	BS: 4	FA: 11	SA: 11	RA: 11	HP: 4					175
(C:NE, pg. 48) Doomsday Cannon Gauss Flayer Array (each side) Quantum Shielding: See C:NE, pg. 82. Living Metal Jink Vehicle (Open-topped, Skimmer)												
											Total Cost:	2910

Option Footnotes

Special Rules	
Bulky	Bulky (see WH40k, pg. 159).
Deep Strike	Deep Strike (see WH40k, pg. 162).
Entropic Strike	See C:NE, pg. 29 and FAQ v1, Ammendments.
Eternal Warrior	Eternal Warrior (see WH40k, pg. 163).
Ethereal Interception	See C:NE, pg. 36.
Ever-Living	See C:NE, pg. 29.
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Fleet	Fleet (see WH40k, pg. 164).
Hammer of Wrath	Hammer of Wrath (see WH40k, pp. 91 & 165).
Humiliating Defeat	See C:NE, pg. 55.
Hunters from Hyperspace	See C:NE, pg. 36.
Hyperlogical Strategy	See C:NE, pg. 55 and FAQ v1, Ammendments.
Immune to Natural Law	See C:NE, pg. 40.
Independent Character	Independent Character (see WH40k, pg. 166).
Jink	Jink (see WH40k, pg. 167).
Living Metal	See C:NE, pg. 29.
Lord of the Storm	See C:NE, pg. 55.
Mechanical Augmentation	See C:NE, pg. 56.
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Phaeron	See C:NE, pg. 30.
Phase Attacks	See C:NE, pg. 44.
Preferred Enemy	(Everything!)
Reanimation Protocols	See C:NE, pg. 29.
Relentless	Relentless (see WH40k, pg. 170).
Skyfire	Skyfire (see WH40k, pg. 171).
Smash	Smash (see WH40k, pg. 171).
Supersonic	See WH40k, pg. 43.
Swarms	Swarms (see WH40k, pg. 172).
Targeting Relay	See C:NE, pg. 39.
Wraithflight	See C:NE, pg. 44.
Unit Type	
Beasts	Beasts (see WH40k, pg. 67).
Infantry	Infantry (see WH40k, pg. 44).
Jump Units	Jump Units (see WH40k, pg. 47).
Jump Units (Character)	See WH40K rulebook, pgs. 44-49.

Monstrous Creature	Monstrous Creature (see WH40k, pg. 48).
Monstrous Creature (Character)	Monstrous Creature (Character) (see WH40k, pg. 48).
Vehicle (Flyer)	See WH40K rulebook, pgs. 44-49.
Vehicle (Open-topped, Skimmer)	Vehicle (Open-topped, Skimmer) (see WH40k, pgs. 82-83).
Vehicle (Open-topped, Walker)	Vehicle (Open-topped, Walker) (see WH40k, pg. 82,84)
Wargear	
Gaze of Flame	See C:NE, pg. 84
Weapons	
Death Ray	12" Range; S10; AP1; Heavy1, See C:NE, pg. 50.
Doomsday Cannon	Stationary: 72" Range; S9; AP1; Heavy1, Large Blast, See C:NE, pg. 48. Combat Speed: 24" Range; S7; AP4; Heavy1, Blast, See C:NE, pg. 48.
Eldritch Lance	36" Range; S8; AP2; Assault 1, See C:NE, pg. 84.
Gauntlet of Fire	Template; S4; AP5; Assault 1, See C:NE, pg. 81.
Gauss Blaster	24" Range; S5; AP4; Rapid Fire, Gauss, See C:NE, pg. 81.
Gauss Flayer	24" Range; S4; AP5; Rapid Fire, Gauss, See C:NE, pg. 81.
Gauss Flayer Array (each side)	(5x) 24" Range; S4; AP5; Rapid Fire, Gauss, See C:NE, pg. 81.
Heat Ray	Focussed: 24" Range; S8; AP1; Heavy 2, Melta, See C:NE, pg. 39. Dispersed: Template; S5; AP4; Heavy 1, See C:NE, pg. 39.
Staff of Light	12" Range; S5; AP3; Assault 3, See C:NE, pg. 82.
Staff of the Destroyer	2D6"* Range; S6; AP1; Assault 1, See C:NE, pg. 55.
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.
Warscythe	- Range; S +2; AP1; Melee, Armourbane, 2hand, See C:NE, pg. 83 and FAQ v1, Ammendments.

Validation Report

a-0. Army Selection: Battle-forged; c-1. File Version: 1.01 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers

You must have one Warlord in the army list

Battle-forged Armies must have at least one Detachment

Squad 'HQ: Destroyer Lord': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Overlord': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Overlord': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Imotekh the Stormlord': All units in Battle-forged Armies must be in Detachments

Squad 'HQ: Illuminor Szeras': All units in Battle-forged Armies must be in Detachments

Squad 'Troops: Warriors': All units in Battle-forged Armies must be in Detachments

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Squad 'Troops: Warriors': All units in Battle-forged Armies must be in Detachments

Squad 'Troops: Immortals': All units in Battle-forged Armies must be in Detachments

Squad 'Elite: C'Tan Shard': All units in Battle-forged Armies must be in Detachments

Squad 'Elite: Deathmarks': All units in Battle-forged Armies must be in Detachments

Squad 'Elite: Lychguards': All units in Battle-forged Armies must be in Detachments

Squad 'Elite: Triarch Stalker': All units in Battle-forged Armies must be in Detachments

Squad 'Fast Attack: Canoptek Scarabs': All units in Battle-forged Armies must be in Detachments

Squad 'Fast Attack: Canoptek Wraiths': All units in Battle-forged Armies must be in Detachments

Squad 'Heavy Support: Annihilation Barge': All units in Battle-forged Armies must be in Detachments

Squad 'Heavy Support: Annihilation Barge': All units in Battle-forged Armies must be in Detachments

Squad 'Heavy Support: Canoptek Spyder': All units in Battle-forged Armies must be in Detachments

Squad 'Heavy Support: Doom Scythe': All units in Battle-forged Armies must be in Detachments

Squad 'Heavy Support: Doom Scythe': All units in Battle-forged Armies must be in Detachments

Squad 'Heavy Support: Doomsday Ark': All units in Battle-forged Armies must be in Detachments

Unit 'C'Tan Shard': One or more options are not valid

Roster Statistics







% HQ: 21.6

% Knight: 0

% Elite: 21.6

% Troops: 21.5

% Fast: 9.3
% Heavy: 25.9
% Fortification: 0
% Wargear: 0
Model Count: 78
Files version: 1.01

Group	Min	Max	Used
	-	-	5
	-	-	4
	-	-	5
	-	-	2
	-	-	6
	0	1	0