

750 Pts - Necrons - Ghosts of Hel

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
HQ: Destroyer Lord (1 ⚔, 155 pts)												
Destroyer Lord	1		4	4	5/7	6	3	2	3	10	3+	155
(C:NE, pg. 31); Jump Units (Character); Warscythe; Resurrection Orb; See C:NE, pg. 82.; Ever-Living; Independent Character; Preferred Enemy; Reanimation Protocols; Warlord												
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: 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 (5 ⚔, 85 pts)												
Immortals	5		4	4	4	4	1	2	1	10	3+	85
(C:NE, pg. 34); Infantry ; Gauss Blaster; Reanimation Protocols												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Heavy Support: Monolith (1 ⚔, 200 pts)												
Monolith	1		Grp: BS: 4 FA: 14 SA: 14 RA: 14 HP: 4								200	
(C:NE, pg. 47); Vehicle (Skimmer, Tank, Heavy); Eternity Gate; Particle Whip; 4x Gauss Flux Arc; Deep Strike; Living Metal												
Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Destroyers (4 ⚔, 180 pts)												
Destroyers	4		4	4	4	5	1	2	1	10	3+	180
(C:NE, pg. 43); Jump Units ; Gauss Cannon (x3); Heavy Gauss Cannon (x1); Preferred Enemy; Reanimation Protocols; Bulky; Deep Strike												
Total Cost:											750	

Option Footnotes

Warlord Traits	
Warlord	See WH40k, pg. 111.
Special Rules	
Bulky	Bulky (see WH40k, pg. 35).
Deep Strike	Deep Strike (see WH40k, pg. 36).
Ever-Living	See C:NE, pg. 29.
Independent Character	Independent Character (see WH40k, pg. 39).
Living Metal	See C:NE, pg. 29.
Preferred Enemy	(Everything!)
Reanimation Protocols	See C:NE, pg. 29.
Unit Type	
Infantry	Infantry (see WH40k, pg. 44).
Jump Units	Jump Units (see WH40k, pg. 47).
Jump Units (Character)	See WH40K rulebook, pgs. 44-49.
Vehicle (Skimmer, Tank, Heavy)	See WH40K rulebook, pgs. 44-49.
Weapons	
4x Gauss Flux Arc	24" Range; S4; AP5; Heavy 3, Gauss, See C:NE, pg. 81.
Eternity Gate	Portal of Exile: D6" Range; SX; AP-; Heavy1, See C:NE, pg. 47.
Gauss Blaster	24" Range; S5; AP4; Rapid Fire, Gauss, See C:NE, pg. 81.
Gauss Cannon	24" Range; S5; AP3; Assault 2, Gauss, See C:NE, pg. 81.
Gauss Flayer	24" Range; S4; AP5; Rapid Fire, Gauss, See C:NE, pg. 81.
Heavy Gauss Cannon	36" Range; S9; AP2; Assault 1, Gauss, See C:NE, pg. 81.
Particle Whip	24" Range; S8; AP3; Ordinance 1, Large Blast, See C:NE, pg. 81.
Warscythe	- Range; S +2; AP1; Melee, Armourbane, 2hand, See C:NE, pg. 83 and FAQ v1, Ammendments.

Validation Report

c-1. File Version: 1.41 For Bug Reports/www.ab40k.org; b-1. Roster Options: Imperial Armour, Named or Special Characters; a-1. Scenario: Normal Mission; b-2. Levels of Alliance: Battle Brothers

Roster satisfies all enforced validation rules

Roster Statistics

% HQ: 20.7

% Elite: 0

% Troops: 28.7

% Fast: 24

% Heavy: 26.7







% Fortification: 0

% Wargear: 0

Model Count: 21

Files version: 1.41

% Knight: 0

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