

## 1850 Pts - Necron - Red Skull Death - 2010 Tourney

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>HQ: Lord (1<sup>+</sup>, 210 pts)</b>												
Lord	1		4	4	5	5	3	4	3	10	3+	210
Necrons; WarScythe; Resurrection Orb; Veil of Darkness												
<i>Resurrection Orb</i>	1	Assists in Necron self-repair rolls. Necron Codex pg 15.										[40]
<i>Veil Of Darkness</i>	1	Deep Strike during movement phase. Necron Codex pg 15.										[60]
<b>Elite: Pariahs (6<sup>+</sup>, 216 pts)</b>												
Pariahs	6		4	4	5	5	1	3	1	10	3+	216
Soulless; Psychic Abomination; Fearless; Gauss Blaster; WarScythe												
<b>Troops: Warriors (10<sup>+</sup>, 180 pts)</b>												
Warriors	10		4	4	4	4	1	2	1	10	3+	180
Necrons; Reserves; Gauss Flayer												
<b>Troops: Warriors (10<sup>+</sup>, 180 pts)</b>												
Warriors	10		4	4	4	4	1	2	1	10	3+	180
Necrons; Reserves; Gauss Flayer												
<b>Troops: Warriors (10<sup>+</sup>, 180 pts)</b>												
Warriors	10		4	4	4	4	1	2	1	10	3+	180
Necrons; Reserves; Gauss Flayer												
<b>Troops: Warriors (10<sup>+</sup>, 180 pts)</b>												
Warriors	10		4	4	4	4	1	2	1	10	3+	180
Necrons; Reserves; Gauss Flayer												
<b>Fast Attack: Wraiths (3<sup>+</sup>, 123 pts)</b>												
Wraiths	3		4	4	6	4	1	6	3	10	3(i)	123
Necrons; Phase Shift; Wraithflight; Claws												
<b>Fast Attack: Wraiths (3<sup>+</sup>, 123 pts)</b>												
Wraiths	3		4	4	6	4	1	6	3	10	3(i)	123
Necrons; Phase Shift; Wraithflight; Claws												
<b>Fast Attack: Scarab Swarms (7<sup>+</sup>, 84 pts)</b>												
Scarab Swarms	7		2	0	3	3	3	2	3	10	5+	84
Fearless; Deep Strike; Swarms; Vulnerable to Blasts; Small Target; Jetbikes												
<b>Heavy Support: Monolith (1<sup>+</sup>, 235 pts)</b>												
Monolith	1	Grp:	BS: 4 FA: 14 SA: 14 RA: 14									235
Living Metal; Ponderous; Deep Strike; Gauss Flux Arc; Particle Whip; Power Matrix												
<i>Power Matrix</i>	1	Particle Whip, Move Necrons in range. Necron Codex pg 21.										[0]
<b>Heavy Support: Heavy Destroyers (2<sup>+</sup>, 130 pts)</b>												
Heavy Destroyers	2		4	4	4	5	1	2	1	10	3+	130
Necrons; Jetbikes; Heavy Gauss Cannon												
<b>Total Cost:</b>											<b>1841</b>	

### Option Footnotes

Weapons	
Claws	Close Combat Weapon
Gauss Blaster	24" Range; S5; AP4; Assault 2
Gauss Flayer	24" Range; S4; AP5; Rapid Fire
Gauss Flux Arc	12" Range, S5, AP4, Heavy D6/Unit
Heavy Gauss Cannon	36" Range; S9; AP2; Heavy 1
Particle Whip	24" Range; S9; AP3; Ordnance 1/Blast
WarScythe	2D6 + Strength Armour Penetration; No armour saves (including invulnerable saves).

### Roster Design Information

We'll Be Back

Phase Out

## Validation Report

d-1. Formatting: for AB 3.2; c-1. File Version: 1.05c For Bug Reports/www.ab40k.org; b-1. Roster Options: Imperial Armour, Special Characters; a-1. Scenario: Normal Mission

Roster satisfies all enforced validation rules

## Roster Statistics

% Elite: 11.7

% Fast: 17.9

% Heavy: 19.8

% HQ: 11.4

Model Count: 63






% Troops: 39.1

% Wargear: 5.4

Files version: 1.05

Total Necrons: 49

Phase Out: 12

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