





# **400 Pts - Necrons - Necrons, 400pts, Combat Patrol**

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>Troops: Warriors (5<sup>+</sup>, 65 pts)</b>												
Warriors	5		4	4	4	4	1	2	1	10	4+	65
(C:NE, pg. 33); <b>Unit Type:</b> Infantry; Gauss Flayer; Reanimation Protocols												
<b>Troops: Warriors (5<sup>+</sup>, 65 pts)</b>												
Warriors	5		4	4	4	4	1	2	1	10	4+	65
(C:NE, pg. 33); <b>Unit Type:</b> Infantry; Gauss Flayer; Reanimation Protocols												
<b>Fast Attack: Canoptek Scarabs (9<sup>+</sup>, 135 pts)</b>												
Canoptek Scarabs	9		2	2	3	3	3	2	4	10	5+	135
(C:NE, pg. 45); <b>Unit Type:</b> Beasts; Entropic Strike; Fearless; Swarms												
<b>Fast Attack: Canoptek Scarabs (9<sup>+</sup>, 135 pts)</b>												
Canoptek Scarabs	9		2	2	3	3	3	2	4	10	5+	135
(C:NE, pg. 45); <b>Unit Type:</b> Beasts; Entropic Strike; Fearless; Swarms												
<b>Total Cost:</b>											<b>400</b>	

## Option Footnotes

Special Rules	
Entropic Strike	See C:NE, pg. 29.
Fearless	Automatically pass all morale tests, conditions apply (p75 WH40K 5E)
Fleet	May assault in the same turn as running, conditions apply (p75 WH40K 5E)
Reanimation Protocols	See C:NE, pg. 29.
Swarms	Stealth (p76 WH40K 5E) and Vulnerable to Blast (p76 WH40K 5E), do not offer cover saves to certain models, conditions apply (p76 WH40K 5E)
Unit Type	
<b>Unit Type:</b> Beasts	1) Unit has Fleet and may move 12" when assaulting. 2) Unit makes Fall Back moves of 3D6". (WH40k, pg. 54)
<b>Unit Type:</b> Infantry	Unit Type: Infantry (p.54 WH40k)
Weapons	
Gauss Flayer	24" Range; S4; AP5; Rapid Fire, Gauss.

## Validation Report

c-1. File Version: 1.46 For Bug Reports/www.ab40k.org; b-1. Roster Options: Named or Special Characters; a-1. Scenario: School League / Patrol Clash






You may only have 1 Fast Attack OR Heavy Support choice.

Composition requirement 'HQ' not satisfied (0). Valid range 1 unit-0.

Composition requirement 'Fast' not satisfied (2). Valid range 0-1.

## Roster Statistics

% Elite: 0  
 % Fast: 67.5  
 % Heavy: 0  
 % HQ: 0  
 Model Count: 28  
 % Troops: 32.5  
 % Wargear: 0  
 Files version: 1.46

Group	Min	Max	Used
	1 unit	0	0
	0	1	0
	2 units	-	2
	0	1	2
	0	1	0