

Shell-Souls: A Warpath Fan-Made Army List

Army-Wide Special Rule: All units have Piercing (2) unless otherwise stated. All units have Headstrong

Infantry:

Soul-Reavers (Necron Warriors):

Soul-Reavers Team	Cost:	75	pts				
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	6	4+	8	24	5	5+	11/13
Special:	Lumbering, Stabilized, Regenerate (1)						

Soul-Reavers Section	Cost:	140	pts				
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	6	4+	16	24	10	5+	13/15
Special:	Lumbering, Stabilized, Regenerate (2)						

Soul-Reavers Platoon	Cost:	270	pts				
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (20)	6	4+	32	24	20	5+	17/19
Special:	Lumbering, Stabilized, Regenerate (3)						

Undying (Immortals):

Undying Section	Cost:	95	pts				
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (5)	5	4+	8	24	5	5+	11/13
	Lumbering, Stabilized, Piercing (4), Regenerate (1). Can replace flayers with tesla guns						
Special:	(Becoming Piercing (1) and Fire 18) for free.						

Undying Platoon	Cost:	180	pts				
Type	Spd	Hit	Fire	Ran	Att	Def	Ner
Inf (10)	5	4+	16	24	10	5+	13/15
	Lumbering, Stabilized, Piercing (4), Regenerate (2). Can replace flayers with tesla guns						
Special:	(Becoming Piercing (1) and Fire 36) for free.						

Fleshlords (Flayed Ones):

Fleshlords Team Cost: 50 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (5) 5 4+ - - 14 5+ 11/13
Special: Crushing Strength (3), Regenerate (1)

Fleshlords Section Cost: 90 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (10) 5 4+ - - 28 5+ 14/16
Special: Crushing Strength (3), Regenerate (2)

Fleshlords Platoon Cost: 170 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (20) 5 4+ - - 56 5+ 18/20
Special: Crushing Strength (3), Regenerate (3)

Beetle Swarms (Scarab Swarm):

Beetle Swarm Team Cost: 100 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (5) 10 5+ - - 20 4+ 13/15
Crushing Strength (1), Jump
Special: Infantry, Decaying Strike

Beetle Swarm Section Cost: 190 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (10) 10 5+ - - 40 4+ 18/20
Crushing Strength (1), Jump
Special: Infantry, Decaying Strike

Tomblords (Crypteks):

Tomblord Team Cost: 80 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (1) 6 3+ 5 18 5 5+ 10/12
Individual, Elite, Lumbering, Stabilized, Crushing
Special: Strength (3), Regenerate (1)

Tomblord Section Cost: 150 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (3) 6 3+ 10 18 10 5+ 12/14
Elite, Lumbering, Stabilized, Crushing Strength (3),
Special: Regenerate (2)

Tomblord Platoon Cost: 290 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (5) 6 3+ 20 18 20 5+ 16/18
Elite, Lumbering, Stabilized, Crushing Strength (3),
Special: Regenerate (3)

Annihilators (Destroyers):

Annihilator Team Cost: 115 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (3) 10 4+ 5 24 5 5+ 11/13
Special: Jump Troops, Piercing (3), Stabilized

Annihilator Section Cost: 220 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (6) 10 4+ 10 24 10 5+ 13/15
Special: Jump Troops, Piercing (3), Stabilized

Hunter-Killer Team (Stalker) Cost: 130 pts
Type Spd Hit Fire Ran Att Def Ner
Inf (1) 7 4+ 1 18 5 7+ 11/13
Stabilized, Elite, Crushing Strength (4), Piercing (6),
Shield (1), Blast (D3). Can swap heat ray for gauss
gun (Becoming Fire 15 and Ran 24, but lowering to
Special: Piercing (4) and losing Blast (D3)) for free.

Ordnance:

None

Armor:

Obelisk (Monolith) Cost: 290 pts
Type Spd Hit Fire Ran Att Def Ner
Arm 6 4+ 5 24 - 11+ 11/13
Stabilized, Hoverer, Blast (1D6) Piercing (6) Howitzer
[A], Has four Fire 5 Ran 18 Piercing (2) BFGs: one [F],
one [L], one [R], and one [P], Lumbering, Crushing
Special: Strength (4), Portal

Ark (Ghost/Doomsday) Cost: 80 pts
Type Spd Hit Fire Ran Att Def Ner
Arm 7 4+ 10 24 - 7+ 11/13
Stabilized, Hoverer, Transport (10), Crushing Strength
(2), Shield (1), Main gun is [RL]. Can add an
obliteration cannon (Fire 1 Ran 72 Blast (1D6)
Piercing (6), but lose Transport (10) and Stabilized)
Special: for +40 pts.

Barge (Command/Tesla) Cost: 60 pts
Type Spd Hit Fire Ran Att Def Ner
Arm 7 4+ - - - 7+ 10/12
Stabilized, Hoverer, Transport (1), Crushing Strength
(1), Fast, Shield (1). Can carry a tesla cannon
(Become Fire 5 Ran 36, Blast (1D6) but losing
Special: Transport (1)) for +30 pts.

Aircraft:

Reaper (Night Scythe) Cost: 150 pts
Type Spd Hit Fire Ran Att Def Ner
Air - 4+ 1 24 - 7+ 11/13
Special: Blast (2D6), Piercing (6) [F], Shield (1)

Heroes/Monsters:

Stormlord [1] Cost: 190 pts
Type Spd Hit Fire Ran Att Def Ner
H/M 6 3+ 5 18 7 6+ 11/13
Lumbering, Stabilized, Elite, Steadfast, Piercing (4),
Crushing Strength (4), Inspiring, Individual,
Regenerate (2), Nightshroud (Any enemy units firing
Special: at over half range suffer a -2 to hit instead of a -1).

The Diviner [1] Cost: 170 pts
Type Spd Hit Fire Ran Att Def Ner
H/M 6 3+ 3 18 5 6+ 11/13
Lumbering, Stabilized, Elite, Piercing (3), Crushing
Strength (2), Inspiring, Individual, Shield (1), Decaying
Strike, Regenerate (2), Stasis Aura (All enemy units
Special: cannot move At the Double/Full Speed)

Soul King (Necron Lord) Cost: 100 pts
Type Spd Hit Fire Ran Att Def Ner
H/M 6 3+ 3 18 5 6+ 11/13
Lumbering, Stabilized, Elite, Piercing (3), Crushing
Strength (2), Inspiring, Individual, Regenerate (2). Can
take a void blade instead of his orb (Gaining Decaying
Special: Strike and losing Inspiring) for +10 pts.

Grave Scorpion (Tomb Spyder) Cost: 100 pts
Type Spd Hit Fire Ran Att Def Ner
H/M 10 4+ 3 18 5 6+ 11/13
Lumbering, Stabilized, Jump Infantry, Inspiring,
Crushing Strength (3), Regenerate (1). May be
upgraded to a Cryptic Wraith (Becoming Att 10,
Crushing Strength (5), and Elite, and losing
Special: Lumbering) for +45 points.

God Shard (C'tan Shard) Cost: 250 pts
Type Spd Hit Fire Ran Att Def Ner
H/M 6 3+ - - 10 9+ 11/13
Steadfast, Inspiring, Jump Infantry, Elite. Pick 2 of the
following: Crushing Strength (6), Zap (10), Fire 5 Ran
Special: 24 with Piercing (5) or Blast (2d6), Stealthy.

Special Rules:

Decaying Strike: This unit gains a temporary bonus to Crushing Strength equal to the number of Damage counters on an enemy unit it Charges.

Portal: This vehicle may make a single allied unit on the table Disembark from the vehicle as if they were inside the transport once per turn. If the unit was Wavering, it is now considered Steady, although it retains any damage counters it may have had.

Regenerate (n). At the end of the players turn, roll n dice. For each die that is 4+, remove a damage token from the unit.

Shield (n): Ignore the first n points of damage per phase.