

2000 Pts - Necrons

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); Unit Type: 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.; Ever-Living; Humiliating Defeat; Hyperlogical Strategy; Independent Character; Lord of the Storm; Phaeron; Reanimation Protocols												
HQ: Nemesor Zahndrek (1⁺, 185 pts)												
Nemesor Zahndrek	1		4	4	5	5	3	2	3	10	2+/3(i)	185
(C:NE, pg. 60); Unit Type: Infantry; Staff of Light; Phase Shifter: See C:NE, pg. 82.; Resurrection Orb: See C:NE, pg. 82.; Sempiternal Weave: See C:NE, pg. 82.; Adaptive Tactics; Counter Tactics; Ever-Living; Independent Character; Phased Reinforcements; Reanimation Protocols												
: Vargard Obyron (1⁺, 160 pts)												
Vargard Obyron	1		6	4	5/7	5	3	2	3	10	2+	160
(C:NE, pg. 60); Unit Type: Infantry; Warscythe; Ghostwalk Mantle: See C:NE, pg. 61.; Sempiternal Weave: See C:NE, pg. 82.; Cleaving Counterblow; Ever-Living; Independent Character; Reanimation Protocols; The Vangard's Duty												
: Royal Court (4⁺, 190 pts)												
Royal Court	1											190
Harbinger of Eternity; Harbinger of Despair; Lord												
Harbinger of Eternity	1		4	4	4	4	1	2	1	10	4+	[40]
(C:NE, pg. 32); Unit Type: Infantry; Harbinger of Eternity; Aeonstave; Chronometron; Ever-Living; Reanimation Protocols												
Harbinger of Despair	1		4	4	4	4	1	2	1	10	4+	[60]
(C:NE, pg. 32); Unit Type: Infantry; Harbinger of Despair; Abyssal Staff; Veil of Darkness; Ever-Living; Reanimation Protocols												
Lord	1		4	4	5/7	5	1	2	2	10	3+	[90]
(C:NE, pg. 30); Unit Type: Infantry; Warscythe; Mindshackle Scarabs; Resurrection Orb: See C:NE, pg. 82.; Ever-Living; Reanimation Protocols												
: Royal Court (4⁺, 160 pts)												
Royal Court	1											160
Harbinger of Eternity; Lord; Lord												
Harbinger of Eternity	1		4	4	4	4	1	2	1	10	4+	[40]
(C:NE, pg. 32); Unit Type: Infantry; Harbinger of Eternity; Aeonstave; Chronometron; Ever-Living; Reanimation Protocols												
Lord	1		4	4	5/7	5	1	2	2	10	3+	[60]
(C:NE, pg. 30); Unit Type: Infantry; Warscythe; Mindshackle Scarabs; Ever-Living; Reanimation Protocols												
Lord	1		4	4	5/7	5	1	2	2	10	3+	[60]
(C:NE, pg. 30); Unit Type: Infantry; Warscythe; Mindshackle Scarabs; Ever-Living; Reanimation Protocols												
Troops: Warriors (18⁺, 234 pts)												
Warriors	18		4	4	4	4	1	2	1	10	4+	234
(C:NE, pg. 33); Unit Type: Infantry; Gauss Flayer; Reanimation Protocols												
Troops: Immortals (10⁺, 170 pts)												
Immortals	10		4	4	4	4	1	2	1	10	3+	170
(C:NE, pg. 34); Unit Type: Infantry; Tesla Carbine; Reanimation Protocols												
Troops: Warriors (6⁺, 180 pts)												
Warriors	5		4	4	4	4	1	2	1	10	4+	180
(C:NE, pg. 33); Unit Type: Infantry; Gauss Flayer; Reanimation Protocols												
Ghost Ark	1	Grp: -	BS: 4	FA: 11	SA: 11	RA: 11						[115]
(C:NE, pg. 53); Unit Type: Vehicle (Skimmer, Open-topped); Gauss Flayer Array (each side); Quantum Shielding: See C:NE, pg. 82.; Living Metal; Repair Barge												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Fast Attack: Canoptek Scarabs (6 ⁺ , 90 pts)												
Canoptek Scarabs	6		2	2	3	3	3	2	4	10	5+	90
(C:NE, pg. 45); Unit Type: Beasts; Entropic Strike; Fearless; Swarms												
Elite: Lychguards (5 ⁺ , 225 pts)												
Lychguards	5		4	4	5	5	1	2	2	10	3+/4(i)	225
(C:NE, pg. 35); Unit Type: Infantry; Hyperphase Sword; Dispersion Shield: See C:NE, pg. 35.; Reanimation Protocols												
Heavy Support: Annihilation Barge (1 ⁺ , 90 pts)												
Annihilation Barge	1	Grp: 	BS: 4 FA: 11 SA: 11 RA: 11									90
(C:NE, pg. 49); Unit Type: Vehicle (Skimmer, Open-topped); TL Tesla Destructor; Gauss Cannon; Quantum Shielding: See C:NE, pg. 82.; Living Metal												
Heavy Support: Annihilation Barge (1 ⁺ , 90 pts)												
Annihilation Barge	1	Grp: 	BS: 4 FA: 11 SA: 11 RA: 11									90
(C:NE, pg. 49); Unit Type: Vehicle (Skimmer, Open-topped); TL Tesla Destructor; Gauss Cannon; Quantum Shielding: See C:NE, pg. 82.; Living Metal												
Total Cost:											1999	

Option Footnotes	
Special Rules	
Adaptive Tactics	See C:NE, pg. 61.
Cleaving Counterblow	See C:NE, pg. 61.
Counter Tactics	See C:NE, pg. 61.
Entropic Strike	See C:NE, pg. 29.
Ever-Living	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)
Humiliating Defeat	See C:NE, pg. 55.
Hyperlogical Strategy	See C:NE, pg. 55.
Independent Character	(See WH40k, pg. 50.)
Living Metal	See C:NE, pg. 29.
Lord of the Storm	See C:NE, pg. 55.
Phaeron	See C:NE, pg. 30.
Phased Reinforcements	See C:NE, pg. 61.
Reanimation Protocols	See C:NE, pg. 29.
Repair Barge	See C:NE, pg. 53.
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)
The Vanguard's Duty	See C:NE, pg. 61.
Unit Type	
Unit Type: Beasts	1) Unit has Fleet and may move 12" when assaulting. 2) Unit makes Fall Back moves of 3D6". (WH40k, pg. 54)
Unit Type: Infantry	Unit Type: Infantry (p.54 WH40k)
Unit Type: Vehicle (Skimmer, Open-topped)	Unit Type: Vehicle (Skimmer, Open-topped) (WH40k, pp. 70-71)
Wargear	
Chronometron	See C:NE, pg. 85
Mindshackle Scarabs	See C:NE, pg. 81.
Veil of Darkness	See C:NE, pg. 84
Weapons	
Abyssal Staff	Template; S8; AP1; Assault 1, Shroud of Despair.
Aeonstave	See C:NE, pg. 84
Gauntlet of Fire	Template; S4; AP5; Assault 1.
Gauss Cannon	24" Range; S5; AP3; Assault 2, Gauss.
Gauss Flayer	24" Range; S4; AP5; Rapid Fire, Gauss.
Gauss Flayer Array (each side)	(5x) 24" Range; S4; AP5; Rapid Fire, Gauss.
Hyperphase Sword	Power Weapon.
Staff of Light	12" Range; S5; AP3; Assault 3.
Staff of the Destroyer	2D6"* Range; S6; AP1; Assault 1, One use only.

Tesla Carbine	24" Range; S5; AP-; Assault 1, Tesla.
TL Tesla Destructor	24" Range; S7; AP-; Assault 4, Tesla, Arc, Twin-linked.
Warscythe	2-hand Close Combat Weapon. See C:NE, pg. 83.

Validation Report

c-1. File Version: 1.43 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: 11.3

% Fast: 4.5

% Heavy: 9

% HQ: 20.5

Model Count: 56

% Troops: 29.2

% Wargear: 0

Files version: 1.43

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