

2000 Pts - Necrons - Necrons - 2000pts - Ben Mohlies, BLOS Con 2012

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
HQ: Anrakyr the Traveller (1 ⚔, 165 pts)													
Anrakyr the Traveller	1		4	4	5/7	5	3	2	3	10	3+	165	
(C:NE, pg. 62); Unit Type: Infantry; Tachyon Arrow; Warscythe; Counter-attack; Ever-Living; Furious Charge; Independent Character; Mind in the Machine; Reanimation Protocols													
HQ: Overlord (2 ⚔, 210 pts)													
Overlord	1		4	4	5/7	5	3	2	3	10	2+	210	
(C:NE, pg. 30); Unit Type: Infantry; Warscythe; Mindshackle Scarabs; Sempiternal Weave; See C:NE, pg. 82.; Ever-Living; Independent Character; Reanimation Protocols													
Catacomb Command Barge	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11											[80]
(C:NE, pg. 52); Unit Type: Vehicle (Skimmer, Fast, Open-topped); Tesla Cannon; Quantum Shielding; See C:NE, pg. 82.; Living Metal; Sweep Attack; Symbiotic Repair													
: Royal Court (3 ⚔, 90 pts)													
Royal Court	1											90	
Harbinger of Destruction; Harbinger of the Storm													
Harbinger of Destruction	1		4	4	4	4	1	2	1	10	4+	[55]	
(C:NE, pg. 32); Unit Type: Infantry; Harbinger of Destruction; Eldritch Lance; Solar Pulse; Ever-Living; Reanimation Protocols													
Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[35]	
(C:NE, pg. 32); Unit Type: Infantry; Harbinger of the Storm; Voltaic Staff; Lightning Field; Ever-Living; Reanimation Protocols													
: Royal Court (3 ⚔, 90 pts)													
Royal Court	1											90	
Harbinger of Destruction; Harbinger of the Storm													
Harbinger of Destruction	1		4	4	4	4	1	2	1	10	4+	[55]	
(C:NE, pg. 32); Unit Type: Infantry; Harbinger of Destruction; Eldritch Lance; Solar Pulse; Ever-Living; Reanimation Protocols													
Harbinger of the Storm	1		4	4	4	4	1	2	1	10	4+	[35]	
(C:NE, pg. 32); Unit Type: Infantry; Harbinger of the Storm; Voltaic Staff; Lightning Field; Ever-Living; Reanimation Protocols													
Troops: Pyrrhian Eternal (10 ⚔, 253 pts)													
Pyrrhian Eternal	9		4	4	4	4	1	2	1	10	3+	253	
(C:NE, pg. 34); Unit Type: Infantry; Tesla Carbine; Counter-attack; Furious Charge; Reanimation Protocols													
Night Scythe	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11											[100]
(C:NE, pg. 51); Unit Type: Vehicle (Skimmer, Fast); TL Tesla Destructor; Aerial Assault; Deep Strike; Living Metal; Supersonic													
Troops: Immortals (6 ⚔, 185 pts)													
Immortals	5		4	4	4	4	1	2	1	10	3+	185	
(C:NE, pg. 34); Unit Type: Infantry; Tesla Carbine; Reanimation Protocols													
Night Scythe	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11											[100]
(C:NE, pg. 51); Unit Type: Vehicle (Skimmer, Fast); TL Tesla Destructor; Aerial Assault; Deep Strike; Living Metal; Supersonic													
Troops: Immortals (6 ⚔, 185 pts)													
Immortals	5		4	4	4	4	1	2	1	10	3+	185	
(C:NE, pg. 34); Unit Type: Infantry; Tesla Carbine; Reanimation Protocols													
Night Scythe	1	Grp: - BS: 4 FA: 11 SA: 11 RA: 11											[100]
(C:NE, pg. 51); Unit Type: Vehicle (Skimmer, Fast); TL Tesla Destructor; Aerial Assault; Deep Strike; Living Metal; Supersonic													
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 Wraiths (6 $\frac{\\$}{\text{unit}}$, 230 pts)												
Canoptek Wraiths	6		4	4	6	4	2	2	3	10	3+/3(i)	230
(C:NE, pg. 44); Unit Type: Jump Infantry; Particle Caster (x2); Phase Shifter: See C:NE, pg. 82.; Whip Coil (x1): See C:NE, pg. 44.; Fearless; Phase Attacks; Wraithflight												
Fast Attack: Canoptek Scarabs (3 $\frac{\\$}{\text{unit}}$, 45 pts)												
Canoptek Scarabs	3		2	2	3	3	3	2	4	10	5+	45
(C:NE, pg. 45); Unit Type: Beasts; Entropic Strike; Fearless; Swarms												
Fast Attack: Canoptek Scarabs (3 $\frac{\\$}{\text{unit}}$, 45 pts)												
Canoptek Scarabs	3		2	2	3	3	3	2	4	10	5+	45
(C:NE, pg. 45); Unit Type: Beasts; Entropic Strike; Fearless; Swarms												
Heavy Support: Canoptek Spyder (3 $\frac{\\$}{\text{unit}}$, 160 pts)												
Canoptek Spyder	3		3	3	6	6	3	2	2	10	3+	160
(C:NE, pg. 46); Unit Type: Monstrous Creature; Scarab Hive: See C:NE, pg. 46.; Fabricator Claw Array (x1): See C:NE, pg. 46.; Fearless												
Heavy Support: Canoptek Spyder (3 $\frac{\\$}{\text{unit}}$, 160 pts)												
Canoptek Spyder	3		3	3	6	6	3	2	2	10	3+	160
(C:NE, pg. 46); Unit Type: Monstrous Creature; Scarab Hive: See C:NE, pg. 46.; Fabricator Claw Array (x1): See C:NE, pg. 46.; Fearless												
											Total Cost:	1998

Option Footnotes

Special Rules	
Aerial Assault	See C:NE, pg. 50, 51.
Counter-attack	If assaulted, unit gains +1A after passing a Ld test, conditions apply (p74 WH40K 5E)
Deep Strike	Unit may arrive by Deep Strike (BRB, pg. 95).
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)
Furious Charge	Add +1 to strength and initiative, conditions apply (p75 WH40K 5E)
Independent Character	(See WH40k, pg. 50.)
Living Metal	See C:NE, pg. 29.
Mind in the Machine	See C:NE, pg. 62.
Phase Attacks	See C:NE, pg. 44.
Reanimation Protocols	See C:NE, pg. 29.
Repair Barge	See C:NE, pg. 53.
Supersonic	See C:NE, pg. 50, 51.
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)
Sweep Attack	See C:NE, pg. 52.
Symbiotic Repair	See C:NE, pg. 52.
Wraithflight	See C:NE, pg. 44.
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: Jump Infantry	1) Move up to 12" over terrain, start or end of move in Diff Terr, reqs Dangerous Terrain test. 2) May enter play by Deep Strike. 3) Assault 6" affected by Diff Terr. 4) Fall back 3D6" over terrain, end of move in Diff Terr, reqs Dangerous Terrain test. (p.52 WH40k)
Unit Type: Monstrous Creature	Unit Type: Monstrous Creature (p.51 WH40k) 1) Have Move Through Cover (p. 75 WH40k) 2) Fire two weapons per turn and have Relentless (p. 76 WH40k). 3) Close combat wounds ignore Armour Saves. 4) Armour penetration 2D6+Str
Unit Type: Vehicle (Skimmer, Fast)	Vehicle (Skimmer, Fast) (WH40k, pp. 70-71)

Unit Type: Vehicle (Skimmer, Fast, Open-topped)	Unit Type: Vehicle (Skimmer, Fast, Open-topped) (WH40k, pp. 70-71)
Unit Type: Vehicle (Skimmer, Open-topped)	Unit Type: Vehicle (Skimmer, Open-topped) (WH40k, pp. 70-71)
Wargear	
Lightning Field	See C:NE, pg. 85
Mindshackle Scarabs	See C:NE, pg. 81.
Solar Pulse	See C:NE, pg. 84
Weapons	
Eldritch Lance	36" Range; S8; AP2; Assault 1.
Gauss Flayer	24" Range; S4; AP5; Rapid Fire, Gauss.
Gauss Flayer Array (each side)	(5x) 24" Range; S4; AP5; Rapid Fire, Gauss.
Particle Caster	12" Range; S6; AP5; Pistol.
Tachyon Arrow	Unlimited Range; S10; AP1; Assault 1.
Tesla Cannon	24" Range; S6; AP-; Assault 2, Tesla.
Tesla Carbine	24" Range; S5; AP-; Assault 1, Tesla.
TL Tesla Destructor	24" Range; S7; AP-; Assault 4, Tesla, Arc, Twin-linked.
Voltaic Staff	12" Range; S5, AP-, Assault 4, Haywire.
Warscythe	2-hand Close Combat Weapon. See C:NE, pg. 83.






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: Normal Mission

Roster satisfies all enforced validation rules

Roster Statistics

% Elite: 0
 % Fast: 16
 % Heavy: 16
 % HQ: 18.8
 Model Count: 53
 % Troops: 40.2
 % Wargear: 0
 Files version: 1.46

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