1500 Pts - Necrons - 1500 pts with imotekh and Dlord praetorians swarm spyder tournament roster

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Warriors	8	⬚	4	4	4	4	1	2	1	10	4+	219	

(C:NE, pg. 33); **Unit Type:** Infantry; Gauss Flayer; Reanimation Protocols

Name	#	Grp										Cost	
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										Cost	
Royal Court	1												150	

Harbinger of Despair; Harbinger of Eternity; Lord

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
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

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Lord	1		4	4	5	5	1	2	2	10	3+	[50]	

(C:NE, pg. 30); **Unit Type:** Infantry; Staff of Light; Mindshackle Scarabs; Ever-Living; Reanimation Protocols

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Immortals	6	▷	4	4	4	4	1	2	1	10	3+	102	

(C:NE, pg. 34); **Unit Type:** Infantry; Gauss Blaster; Reanimation Protocols

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
Warriors	8	▷	4	4	4	4	1	2	1	10	4+	104	

(C:NE, pg. 33); **Unit Type:** Infantry; Gauss Flayer; Reanimation Protocols

Name	#	Grp										Cost	
Doom Scythe	1	Grp: BS: 4 FA: 11 SA: 11 RA: 11										175	

(C:NE, pg. 50); **Unit Type:** Vehicle (Skimmer, Fast); Death Ray; TL Tesla Destructor; Aerial Assault; Deep Strike; Living Metal; Supersonic

Name	#	Grp										Cost	
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

	Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost	
	Destroyer Lord	1		4	4	5/7	6	3	2	3	10	2+	140	
	(C:NE, pg. 31); **Unit Type:** Jump Infantry; Warscythe; Semiternal Weave: See C:NE, pg. 82.; Ever-Living; Independent Character; Preferred Enemy; Reanimation Protocols													
	Triarch Praetorians	5		4	4	5	5	1	2	1/2	10	3+	200	
	(C:NE, pg. 38); Entropic Strike; **Unit Type:** Jump Infantry; Voidblade; Particle Caster; Fearless; Reanimation Protocols; Rending													
	Canoptek Scarabs	3		2	2	3	3	3	2	4	10	5+	45	
	(C:NE, pg. 45); **Unit Type:** Beasts; Entropic Strike; Fearless; Swarms													
	Canoptek Spyder	1		3	3	6	6	3	2	2	10	3+	50	
	(C:NE, pg. 46); **Unit Type:** Monstrous Creature; Scarab Hive: See C:NE, pg. 46.; Fearless													

	Total Cost:	**1500**	

Option Footnotes

Special Rules

Aerial Assault	See C:NE, pg. 50, 51.
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)
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.
Preferred Enemy	(Everything!)
Reanimation Protocols	See C:NE, pg. 29.
Rending	Any roll To Wound of 6 automatically causes a wound, regardless of the target's Toughness and counts as AP2; against Vehicles, an AP roll of 6 allows a further D3 to be rolled added to the total score (WH40K, pg. 31)
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)

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, 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
Death Ray	12" Range; S10; AP1; Heavy1.
Gauntlet of Fire	Template; S4; AP5; Assault 1.
Gauss Blaster	24" Range; S5; AP4; Rapid Fire, Gauss.
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.
Particle Caster	12" Range; S6; AP5; Pistol.
Staff of Light	12" Range; S5; AP3; Assault 3.
Staff of the Destroyer	2D6"* Range; S6; AP1; Assault 1, One use only.
TL Tesla Destructor	24" Range; S7; AP-; Assault 4, Tesla, Arc, Twin-linked.
Voidblade	Close Combat Weapon.
Warscythe	2-hand Close Combat Weapon. See C:NE, pg. 83.

Validation Report

c-1. File Version: 1.42 For Bug Reports/www.ab40k.org; b-1. Roster Options: Special Characters; a-1. Scenario: Normal Mission
Roster satisfies all enforced validation rules

Roster Statistics
% Elite: 13.3
% Fast: 3
% Heavy: 21
% HQ: 24.3
Model Count: 39
% Troops: 28.3
% Wargear: 0
Files version: 1.42

Group	Min	Max	Used
🝔	1	2	2
✛	0	3	1
▷	2	6	3
❖	0	3	1
♨	0	3	3