




NECRONS


Necrons - Dynasty Mephrit


10















































5"

3+

4+

4

5

1

1

2

7+

2

3+

IMMORTALS - Veiled Revenants

270 Pts

Unit Aptitudes

Implacable Eradication

Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll instead.

Unit Special Rules

Shred

Psychic Domains

[illegible]