


















NECRONS					MONOLITH - Dimensional Colossus										291 Pts		
Necrons - Dynasty Mephrit																	
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Full HP	7"	10"		2+	3+	8		17	17	17	20	3	2	7+	8	2+	4++/4++
Mid HP	5"	7"		3+	4+	8		16	16	16	13	2	2	8+	7	2+	4++/4++
Low HP	2"	3"		4+	5+	8		15	15	15	7	1	2	9+	6	2+	4++/4++
Unit Aptitudes																	
Eternity Gate			In the Reinforcements step of your Movement phase, you can select one Necrons Infantry unit from your army that is either in Reserves or on the battlefield (if you select the latter, remove that unit from the battlefield and place it into Reserves). That unit is then set up anywhere on the battlefield that is wholly within 6" of this model and not within Engagement Range of any enemy models. That unit cannot declare a charge this turn.														
Explosive Fatal Demise			When this model is destroyed, throw one D6 for each units within 6". On a 4+, the unit suffers D6 mortal wounds.														
Transport Capacity (20)			This model has a transport capacity of X Infantry models. It cannot carry models with the Bulky, Very Bulky or Extremely Bulky special rules.														
Firing Deck (0)			Each time this Transport shoots, select one weapon from up to X models embarked within it; this Transport counts as being equipped with those weapons as well.														
Unit Special Rules																	
Shred / Deep Strike / Transport / Heavyweight																	
Psychic Domains																	

