























NECRONS																	
Necrons - Dynasty Mephrit										DOOMSDAY ARK - Ravage Gun System						229 Pts	
1																	
Full HP	9"	13"		3+	4+	6		12	12	12	14	3	2	6+	5	3+	4++/4++
Mid HP	6"	9"		4+	5+	6		11	11	11	9	2	2	7+	4	3+	4++/4++
Low HP	3"	4"		5+	6+	6		10	10	10	5	1	2	8+	3	3+	4++/4++
Unit Aptitudes																	
Overwhelming Obliteration			In your Movement phase, if this model Remains Stationary, until the end of the turn, its Doomsday cannon Weapon has the Devastating Wounds special rule, a successful unmodified Hit roll of 5+ scores a Critical Hit. and add 1 to the Hit and Wound rolls for this weapon,														
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.														
Unit Special Rules																	
Shred / Skimmer / Oppen-topped																	
Weapons															Nb	Pts	
Doomsday cannon - Low power					24"	1	8	-3	D3+4	Heavy - Blast					1	16	
Doomsday cannon - High power					72"	1	15	-4	D6+4	Primary - Ordnance - Large Blast					1	27	
Vehicles close combat					Melee	User	User	0	1	Melee					1		
Gaussflayer array					24"	5	4	0	1	Salvo 5/10 - Rapid Fire 5 - Lethal Hits					2	16	
Faction Aptitudes															Unit type		
Reanimation Protocols		Uncanny Artificers													Vehicle		