


















NECRONS		NECRON WARRIORS - Guardians of the Endless Night												300 Pts			
Necrons - Dynasty Mephrit																	
20																	
	5"			3+	4+	4	4				1	1	2	7+	2	4+	
Unit Aptitudes																	
Their Number is Legion		Each time this unit's Reanimation Protocols activate, it reanimates D3+3 wounds instead of D3 wounds, unless it is within range of an objective marker you control, in which case it reanimates D3+6 wounds instead.															
Unit Special Rules																	
Shred																	
Psychic Domains																	

[illegible]