

NECRONS

Necrons - Dynasty Mephrit

LORD - Kamanusakh the Executioner

90 Pts

1



































5"

2+

2+

5

5

4

3

2

5+

1







3+

Unit Aptitudes

Relentless March	While this model is leading a unit, add 1" to the Move characteristic of models in that unit.
The Lord's Will	While this model is leading a unit, you can target that unit with Stratagems even when it is Battle-shocked.
Resurrection Orb	While the bearer is leading a unit, that unit's Reanimation Protocols activate at the end of your opponent's Command phase in addition to at the end of yours.
The Veil of Darkness	The bearer of the Veil of Darkness has the Deep Strike special rule. In addition, once per game, at the start of any friendly Movement phase, the bearer can use the Veil of Darkness to remove himself and his unit from the table, even if they are locked in combat. They then immediately arrive anywhere on the board using the rules for Deep Strike.

Unit Special Rules

Independent Character / Deep Strike / Shred

Weapons								Nb	Pts
Staff of light - Shoot	18"	3	5	-2	1	Assault		1	9
Staff of light - Melee	Melee	User	+1	-2	1	Melee		1	11

Faction Aptitudes

Unit type

Reanimation Protocols	Uncanny Artificers	Infantry
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